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NES

- ROBOCOD
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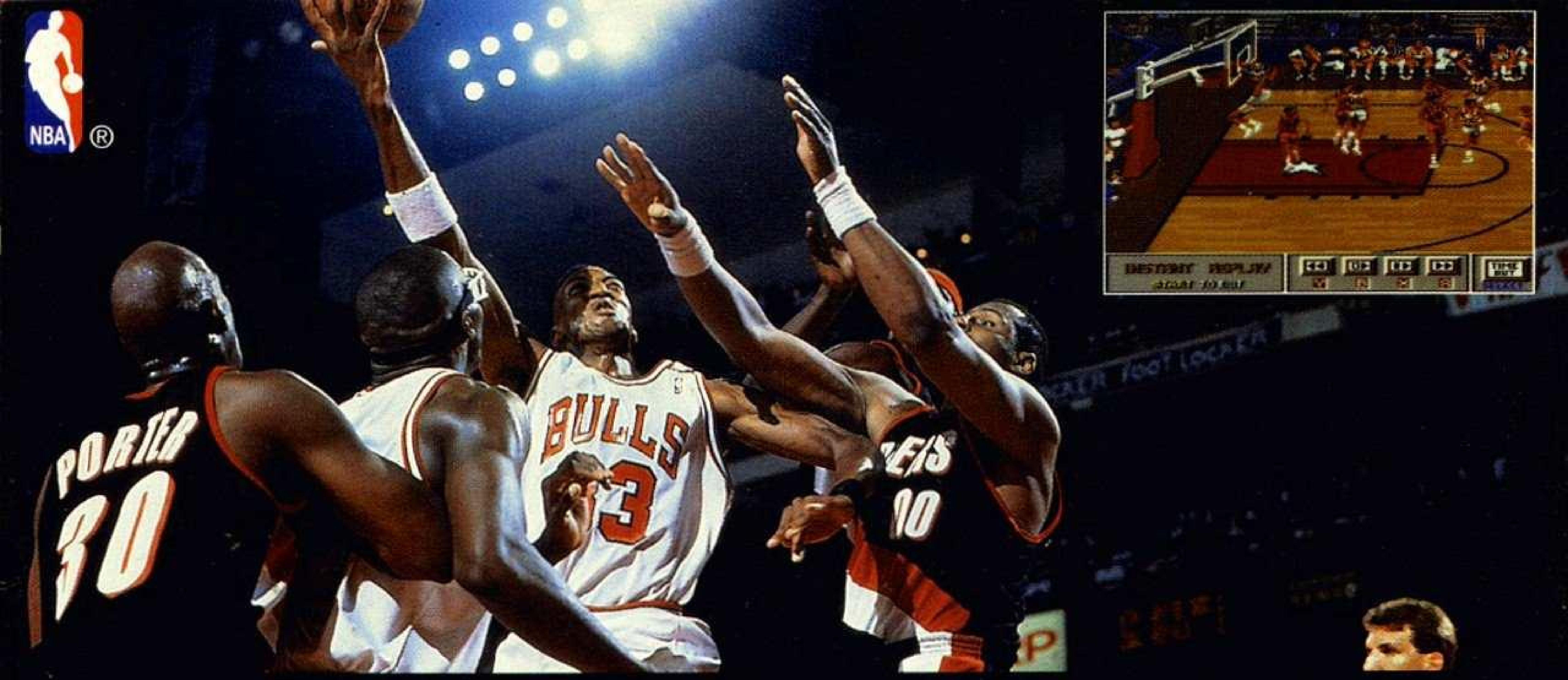
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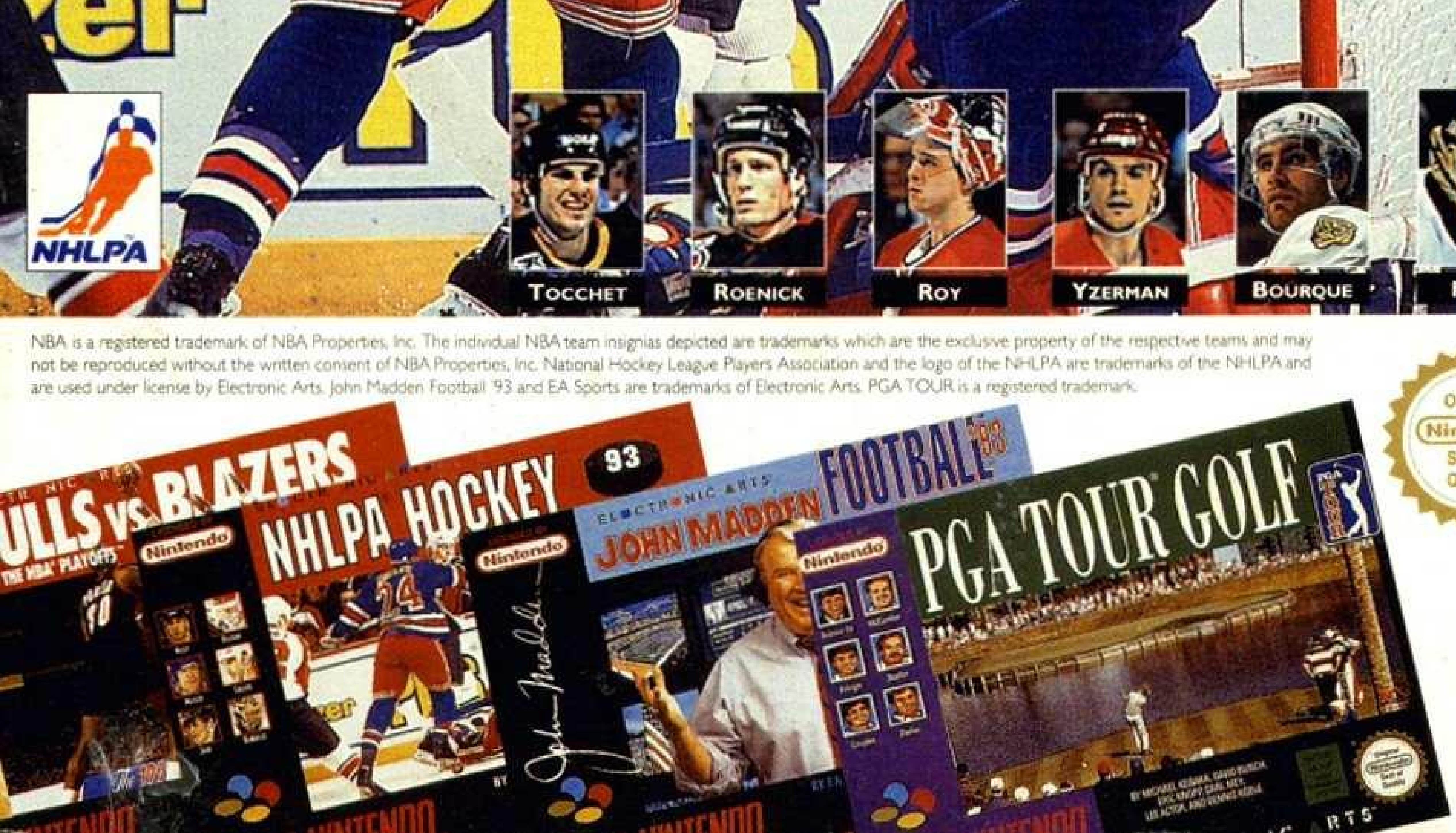
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CONTENT

COVER STORY

Nintendo
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OPERATION LOGIC BOMB
STRIKER
STARWING
DOUBLE EXCLUSIVE!

MAY ISSUE 8

A cross between Alien Syndrome and countless space-bound horror films, Operation Logic Bomb blasts its way here for an exclusive NMS review. With loads to shoot, and loads of weaponry with which to do so, how does it fare?

Exhaust Heat II

Just when you thought racing games couldn't get any faster, here come Seta with a game so fast it leaves scorch marks on your screen! Forget F-Zero, forget Exhaust Heat. The latest and greatest race game is for your Super NES - and we give it the full Mansell treatment on page 20!

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P06

あたらしい部品は、
ていないが
開発するかね

REGULARS

NEWS - 10

Big Arnie returns for another bout of Nintendo mayhem as Sony sign up the rights to his new movie, The Last Action Hero! Meanwhile Sylvester Stallone is set to hit the Super NES in a game based on his new film, Cliffhanger. Cripes! There's all this and lots, lots more as we scour the world for all the titbits of gossip you want to read.

SEAL'S MAILBAG - 44

Arf, arf! Reeking of fish and suitably bewhiskered, SEAL returns for another bout of letter answering. However, if you really want to get on his good side, send him tins of sardines with your letter - it's almst certain to get in then. Oh, and chocolate. He really likes chocolate. And crisps. And Toffee...

Q&A - 46

Jaz returns for yet another selfless stint of answering your many questions. And, guess what? Despite our protestations, people are still writing in about the Colour Game Boy! Oh, and someone was already whittering on about Mario Kart II! Honestly, what next: when is Terminator 7 coming out?

NHS: NINTENDO HELP SYSTEM - 84

Like Florence Nightingale did to countless soldiers all those years back, NMS cools the fevered brows of you struggling players out there. This month, Prince Of Persia and Alfred Chicken are dissected by our hand-picked team of butchers...sorry surgeons, and their innermost secret removed and placed in specimen jars for your delectation. All this and Small Tips, too. Blimey!

WILL YOU EVER? - 102

After revealing in our own, inimitable way the end of Axelay last month, this time we reveal what happens at the end of Super Mario World! That's right, after the Mario has leapt on to Bowser for the very last time, and all that Mode 7-type related malarkey with the spiky one zooming in and out of the screen has gone, this is what happens...

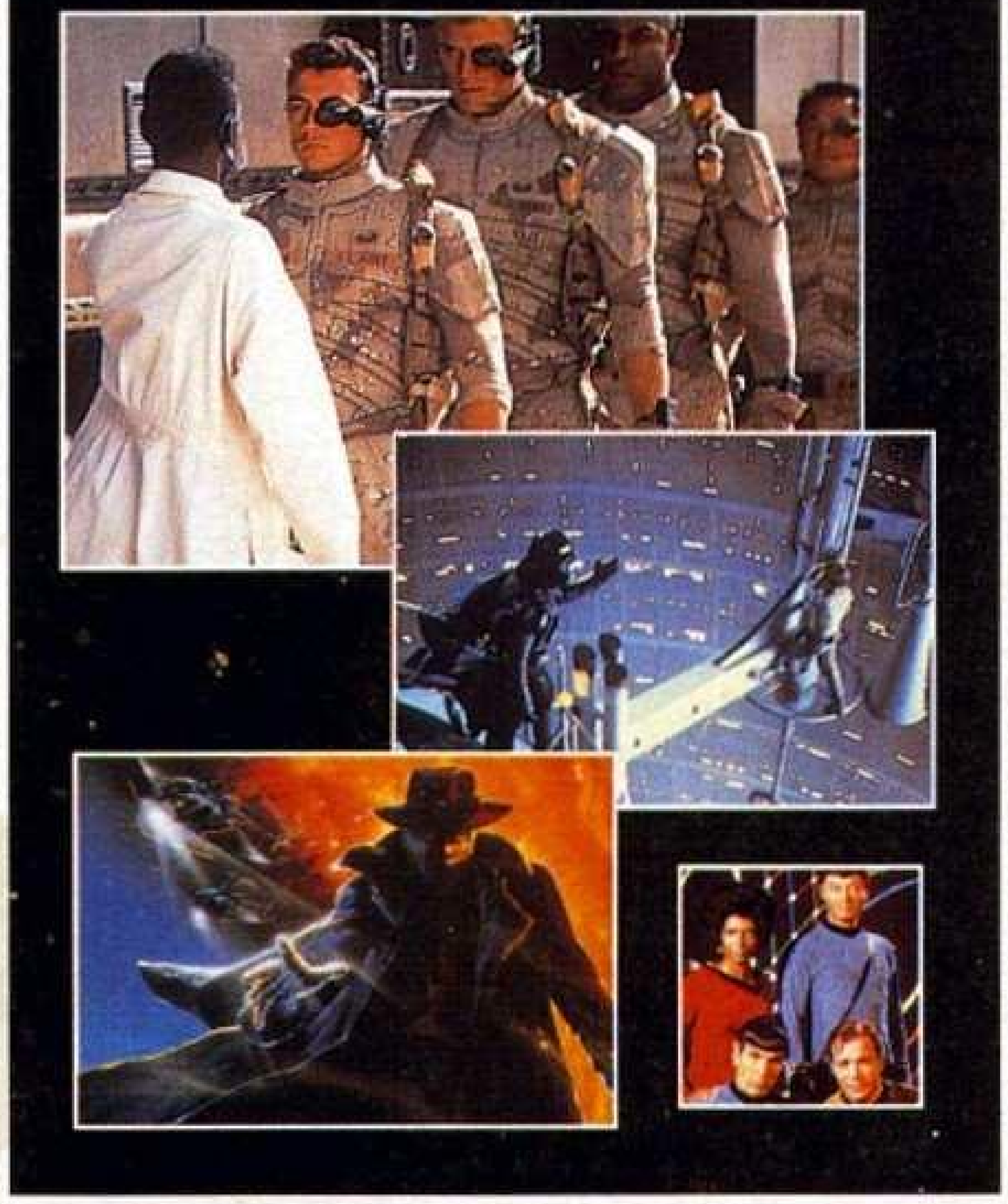
HIGH SCORES - 104

Is your sad fizzog featured within these hallowed pages? No, then get playing your fave game, attain a marvellous score, send us a dippy picture, and then wait for us to mock you in the next issue - all in harmless fun, of course.

TS

NMS GOES TO THE MOVIES

Lights, camera - and ACTION! With the likes of Batman Returns, Cool World and Lethal Weapon Reviewed this very issue, we decided to lump them all together in a special section! So, buy yourself a large bucket of popcorn, irritate people by getting out of your seat and moving along the aisle every five minutes, and keep rustling a jumbo bag of salt and vinegar crisps whenever possible...



CHARTS - 116

Rockadoodledoo, Pop Pickers, it's charteroony time! As well as the official Super NES, NES, and Game Boy charts, there's the all-important NMS team chart where we scrap amongst ourselves just to get our favourite titles in there. Ah, so that explains why Kirby keeps making all those comebacks...

BLAGMAN - 118

Another new idea, and rather a daft one if we do say so ourselves. Blagman is King Scab, without a doubt. If there is an industry freebie, this Robin Hood of the software industry is there to pinch it and distribute it amongst the needy and greedy. This month, Acclaim's offices have been stripped bare of all manner of goodies, as the masked wonder offers a massive selection of poached freebies. If you want one, get writing...

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Ah, the Game Boy, How do we love thee? Let us count the ways. What a beautiful little device. So beautiful in fact that we have acquired the services of the lovely Sarah Ewing, EMAP beauty expert and Game Boy fan to deliver THE ultimate in looks tips and Game Boy info. What's more, every Game Boy title under the sun is listed for your delectation. There's never been anything quite like it, which is probably just as well...

SUPER NES REVIEWS

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Hm, the Andy McVittie school of architecture.

A violent superhero yesterday.

NES REVIEWS

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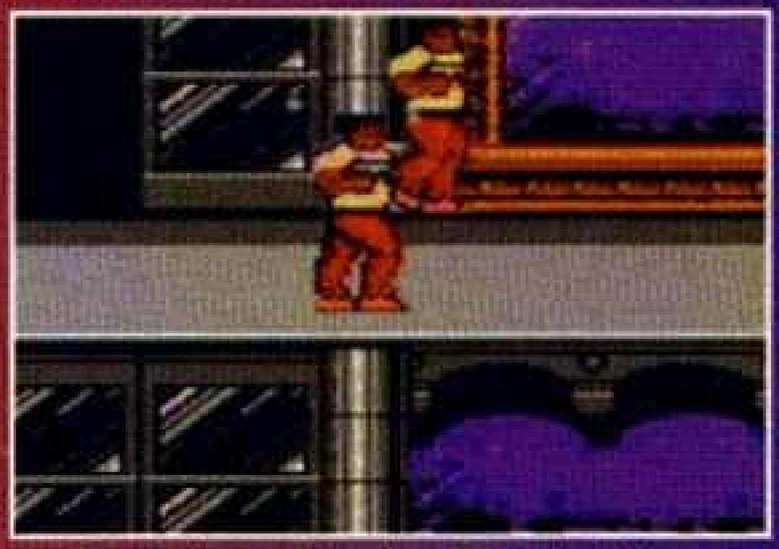

Two fat kids rush to buy NES Lethal Weapon.

GAMEBOY REVIEWS

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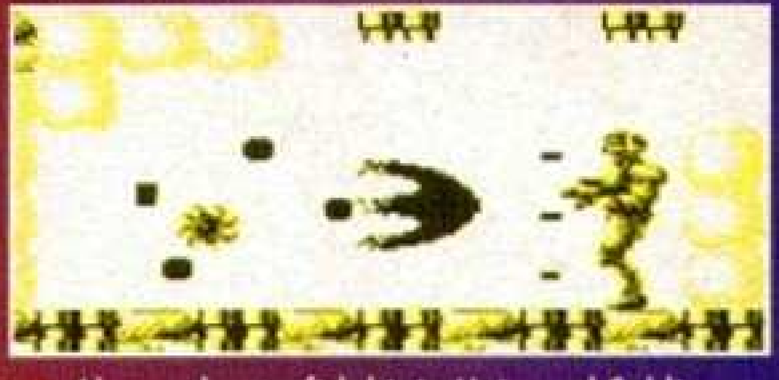

Ah yes, the starfish bit in Universal Soldier...

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We're over the moon abaht this 'un, Brian.

TIPS

SMALL TIPS - 84M
PRINCE OF PERSIA - 86
ALFRED CHICKEN - 90

Ooch, who put that drawing pin there?

WHODUNNIT

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EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer and the Editor's decision is final. Otherwise, anyone can enter our fine compos except for Dwayne Minton of West Wormwood, because he plays a peculiarly-coloured OBOE, which is this month's Magic Word.

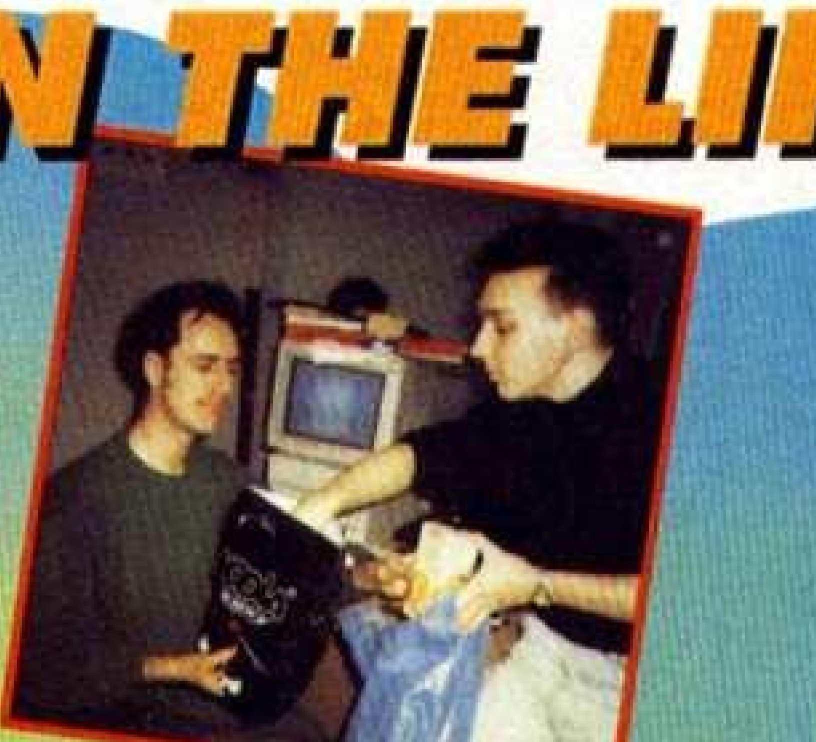
FINAL BIT
Hey hey - it's Rad here! This is my first ever Final Bit, and I'm dead excited! Anyway, it's Spring and it's really sunny outside and we're all stuck in here while Tim flogs us with his cat o'nine tails with this weird look in his eye. Mind you, that's just how we unwind when we've finished an issue. Anyway, it's my turn now so I'd best hurry. Don't take no wooden nickels, Rad. XXX

EDITOR

HERE WE GO with another issue of the world's favourite Nintendo Magazine - the one and only NMS. This issue is absolutely jammed with goodies, topped off by the outstanding NMS Complete Games Guide, Volume 1. And in case you're too nervous to ask, there will indeed be a Volume 2 - with every Nintendo game from M to Z covered next month, ABSOLUTELY FREE! As you can imagine, we're all exhausted and I've scarcely enough breath left to tell you that Aussie NMS is now up and running, those lucky convicts! Important news this month is that Nintendo have now moved to Britain, with Nintendo UK now distributing Nintendo-only hardware and games. This is an important change, because it now means that games not specifically written by Nintendo will be marketed and sold by the companies which produce them - giving you more choice and more power over the success or failure of the carts you buy. Under the old system, Nintendo games were distributed in this country by Bandai, and with a few exceptions any games

A DAY IN THE LIFE 003

Regular readers of this column should be well aware of the hard labour that goes into writing and designing NMS. But what of the strenuous behind-the-scenes organisational duties, the editing of copy, the million and one editorial tasks undreamed of by most people, including those who are supposed to do them. These are the things that our very own editorial Hinge and Bracket, Deputy Editor Steve Merrett and Production Editor Andy McVittie are paid generous sums of money to do. Lets take a look at a typical day in their lives...



9. 30

Andy and Steve arrive at work, skylarking about, chatting excitedly about the fun-filled prospects that the day ahead could bring and admiring Steve's lovely new pullover that his mother had knitted him the previous day.

10 O' CLOCK

Andy and Steve are still in the lift, each refusing to leave before the other. Strains of "After you" and "I insist, after you" can be heard throughout the building, whilst the ground floor fills up with people waiting for the elevator. Eventually they emerge and compare the sandwiches their Mums have made for their lunch.

12 O' CLOCK

At last, the day begins in earnest for the NMS team. The writers settle down to their reviewing, the designers start moaning about lack of copy and our heroes sit in their little corner, whispering to each other and giggling over the Just 17 problem pages.

1 O' CLOCK

It's lunchtime, and Andy and Steve retire to their favourite lunch haunt. Unfortunately, no-one knows where that is as they always slope off ten minutes early so as not to be disturbed.

2 O' CLOCK

It's a busy day today, and the pair hardly have time to laugh appreciatively at each other's in-jokes. Steve has to 'phone Nobbysoft, so Andy eavesdrops on his extension, chortling at the amusing banter.

3 O' CLOCK

Phew! After all that strain, Andy and Steve decide to take a break and have a Polaroid session. Of course, these 'hilariously' posed pictures are definitely intended for use in the mag and NOT

IAL

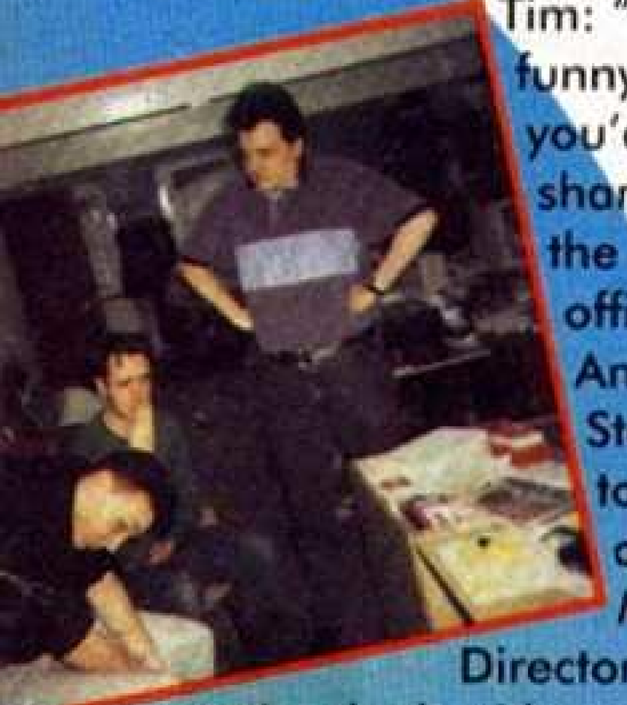
y chose not to distribute just didn't
sold. Now the only measure of a
ne's success is how many are
ught by YOU - and if you keep
ding NMS you know which are the
s to buy! As that bloke off the gas
says: "Don't you just love being in
trol?" See you next month!

BOONE

AT ALL for each other's private scrapbooks.

4.30

A sudden burst of giggling catches the attention of the rest of the team. Denying everything whilst blushing furiously, Andy and Steve are finally called on by Tim: "What's so funny? Perhaps you'd like to share it with the rest of the office?" Andy and Steve are told to wait outside the Managing Director's office to be dealt with.



5 O' CLOCK

It's nearly hometime and Andy and Steve are getting over-excited. They hurriedly ask each other to sign their leaving books and exchange little gifts before running through their entire repertoire of private jokes in a nostalgic fashion. Then they both scoot off early so that they can have tea and scones together at the corner cafe.

And so ends another hard day in the life of our Deputy and Production Editors. Soon they'll be tucked into bed with a hot cup of cocoa ready to have a well-deserved sleep so they're fresh for another day's challenge...

NINTENDO PEOPLE SYSTEM

THE WORST JOB I EVER HAD...

JULIAN "FORK THIS" RIGNALL

"Digging ditches in a sad plant nursery was the lowest depth my career ever plumbed. One day I was shovelling away when my fork struck a dead sheep! It was a rotting mutton carcass that had been buried about two years before. My mate who was digging with me caught the full blast of the stench and spent the rest of the day being violently ill. I managed to leg it before the smell got too bad, but I still have trouble with my herbacious borders to this day..."

CURRENT FAVE GAMES: STRIKER, STARWING (STARFOX), FINAL FIGHT II, THE SECRET GAME

TIM "FORK THAT" BOONE

"My worst job was when I became a sort of freelance troubleshooter gardener during the school holidays. This woman down the road wanted me to do "a bit of gardening", so I jumped at the chance of some easy money. Everything was fine until I found out that she actually wanted the entire garden moved about two miles, four-foot wall and all. I've never worked so hard in my life and all I got at the end of it all was a bad back, dehydration, a dose of sunstroke and a poxy twenty quid."

CURRENT FAVE GAMES: STRIKER, STARFOX, ALIEN 3, STREETFIGHTER 2

STEVE "SAPLING" MERRETT

"I remember a time when I was 'resting between magazines', so I took a job planting trees down the edge of the A27. The fact that I spent all day drilling holes to put little seedlings in wasn't so bad as the thought of what it was doing to the environment. Mind you, they're all dead now, thanks to our rigorous planting procedures, so I suppose that's something to be grateful for."

CURRENT FAVE GAMES: STRIKER, ALIEN 3, WEAK FIGHTER 2

GARY "FLOWER POWER" HARROD

"Once upon a time I had to work in a design studio run entirely by pregnant junkie hippies who did nothing but play Steely Dan albums and go on about babies all day." Aah, so that's where he gets it from!

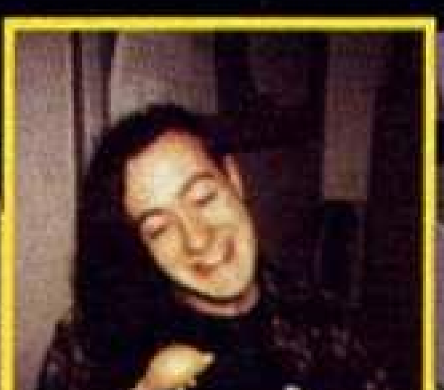
CURRENT FAVE GAMES: ALIEN 3, EXHAUST HEAT 2, FATAL FURY 2

ANDY "COMMIS-CAL" MCVITTIE

"Working as a commis chef might sound glamourous, but working at the J'écoute le Music Pop restaurant was not. I had to dress the part in the full white regalia - but none of the uniforms fitted properly. This meant I was the butt of jokes like: 'Sorry about your cat dying - your trousers are at half-mast!' Still I had the last laugh when I was sacked for poisoning all the customers and ruining the reputation of the restaurant..."

CURRENT FAVE GAMES: STRIKER, KIKI KATAI, PUGGSLY, TUFF E NUFF

RADION "PINHEAD" AUTOMATIC



(Winner) "The worst job I ever had was measuring the thickness of oats at a cereal factory. My job was to measure up the oats and then work out how many 'groats' (an oat with its husk still on) had got in your average kilo of the stuff. By working this out you arrived at the 'pinhead ratio' of the given sample, and then you moved onto your next kilo and did exactly the same thing again. Sometimes I just couldn't face it, so I'd only bother to inspect around a thousand samples from each sack. I managed to stick the job for exactly a week, mainly because the owners had invented this excellent new cereal that I got to scoff for free and when I left I pinched a load because I figured they owed it to me. I must admit I learned a lot there: I can tell you, to one millionth of an inch, the thickness of oat required by any biscuit manufacturer you care to mention."

CURRENT FAVE GAMES: TINY TOONS, MONSTERS, ALFRED CHICKEN, STRIKER, WEAK FIGHTER 2

ANGUS "GOOD GAME" SWAN

"I remember the time I took a job on the local golf course as a ball-spotter. There was a Pro-Celebrity challenge on, and I had to sit just out of bounds and mark where all the nearby balls landed. Trouble is, it was hissing down and freezing cold, so I couldn't see a thing. I just sat there shivering for six hours listening to Brucey and Tarby making crap golf jokes all down the fairway."

CURRENT FAVE GAMES: STARFOX, STRIKER, COOL WORLD

PAUL "RAWK 'N' ROLL" DAVIES

"The worst job I ever had was in this really scummy record shop. I only took the job because I was trying to find this really rare record, and the manager was a right git. He'd buy about fifty records off someone for a quid and say that was all they were worth. Me and my mate Alan had to work ridiculous hours for no money, but I had the last laugh: I nicked a First Edition green vinyl EP of the Birdy Song the day I left..."

CURRENT FAVE GAMES:STARFOX, TUFF E NUFF, EXHAUST HEAT II, KI KI KATAI, GARGOYLE'S QUEST II

DAVE "WINALOT" KELSALL

"I remember the time I blagged a job as a balloon retriever, it wasn't my worst job, but it was the one I was worst at to start with. I had to inflate hot air balloons and chase them to their destination to pick up the crew. I turned up at the pilot's house a mere two hours late and started inflating the balloon, but I did it all wrong and it got stuck up a tree. Three hours later it got airborne and I started to follow, but I couldn't drive the van properly and I got lost, only finding them in a ditch several hours later. Luckily we all saw the funny side and they gave me a job"

CURRENT FAVE GAMES: STARFOX, PARODIUS, ALIEN 3

TOM "NIGHTINGALE" COX

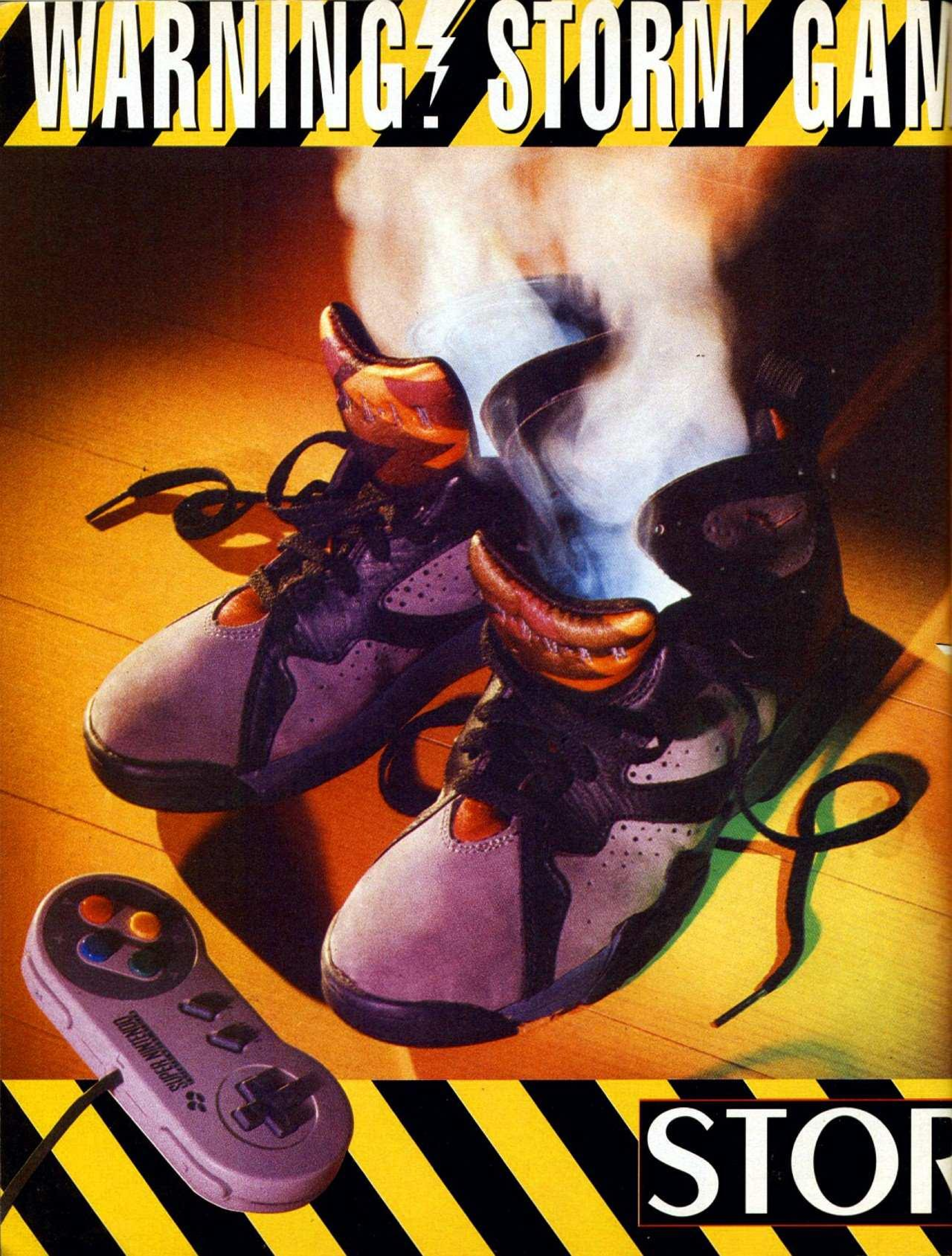
"When I was at college, I took a job as a security guard to make ends meet. When I turned up at the office to be assigned my task I was told I'd be helping out at the fab Jean Michel-Jarre concert the next day. I cycled miles to make my 6am call time, but when I got there I was told I'd be filling in at a Co-Op miles away. To make matters worse, I had to wear this disgusting flared nylon uniform and a tatty peaked cap. I spent all day letting the staff in and stopping old ladies from walking out with stuff down their knickers..."

CURRENT FAVE GAMES: BATMAN RETURNS, MARIO KART

FRASER "VALDEZ" GRAY

"Before I become a designer I took a year out and worked on a tanker, thinking I'd get to see the world. Instead I got to see the inside of some greasy, grubby hold. It took me years to get rid of all the black sludge and clean it up, and when I did, what thanks did I get? I was thrown overboard into the North Sea while people shouted at me for 'jettisoning the cargo.'"

CURRENT FAVE GAMES: ALIEN 3, STARFOX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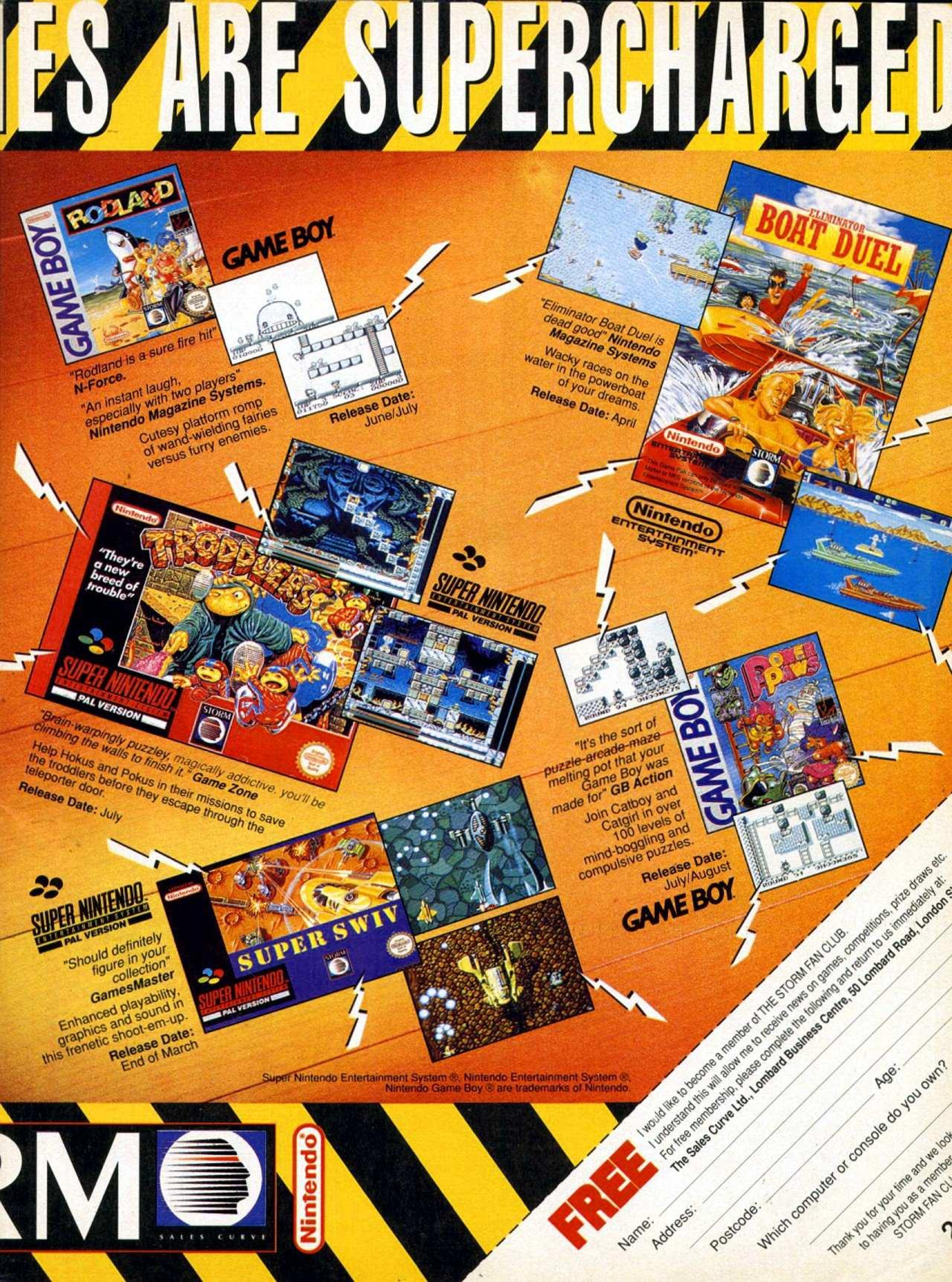

ES ARE SUPERCHARGED

GAME BOY

"Rodland is a sure fire hit" **N-Force.**

"An instant laugh, especially with two players" **Nintendo Magazine Systems.**

Cutesy platform romp of wand-wielding fairies versus furry enemies.

Release Date: June/July

"Eliminator Boat Duel is dead good" **Nintendo Magazine Systems**

Wacky races on the water in the powerboat of your dreams.

Release Date: April

Nintendo Entertainment System

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

"They're a new breed of trouble"

"Brain-warpingly puzzley, magically addictive, you'll be climbing the walls to finish it." **Game Zone**

Help Hokus and Pokus in their missions to save the troddlers before they escape through the teleporter door.

Release Date: July

"It's the sort of puzzle-arcade-maze melting pot that your Game Boy was made for" **GB Action**

Join Catboy and Catgirl in over 100 levels of mind-boggling and compulsive puzzles.

Release Date: July/August

GAME BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

"Should definitely figure in your collection" **GamesMaster**

Enhanced playability, graphics and sound in this frenetic shoot-em-up.

Release Date: End of March

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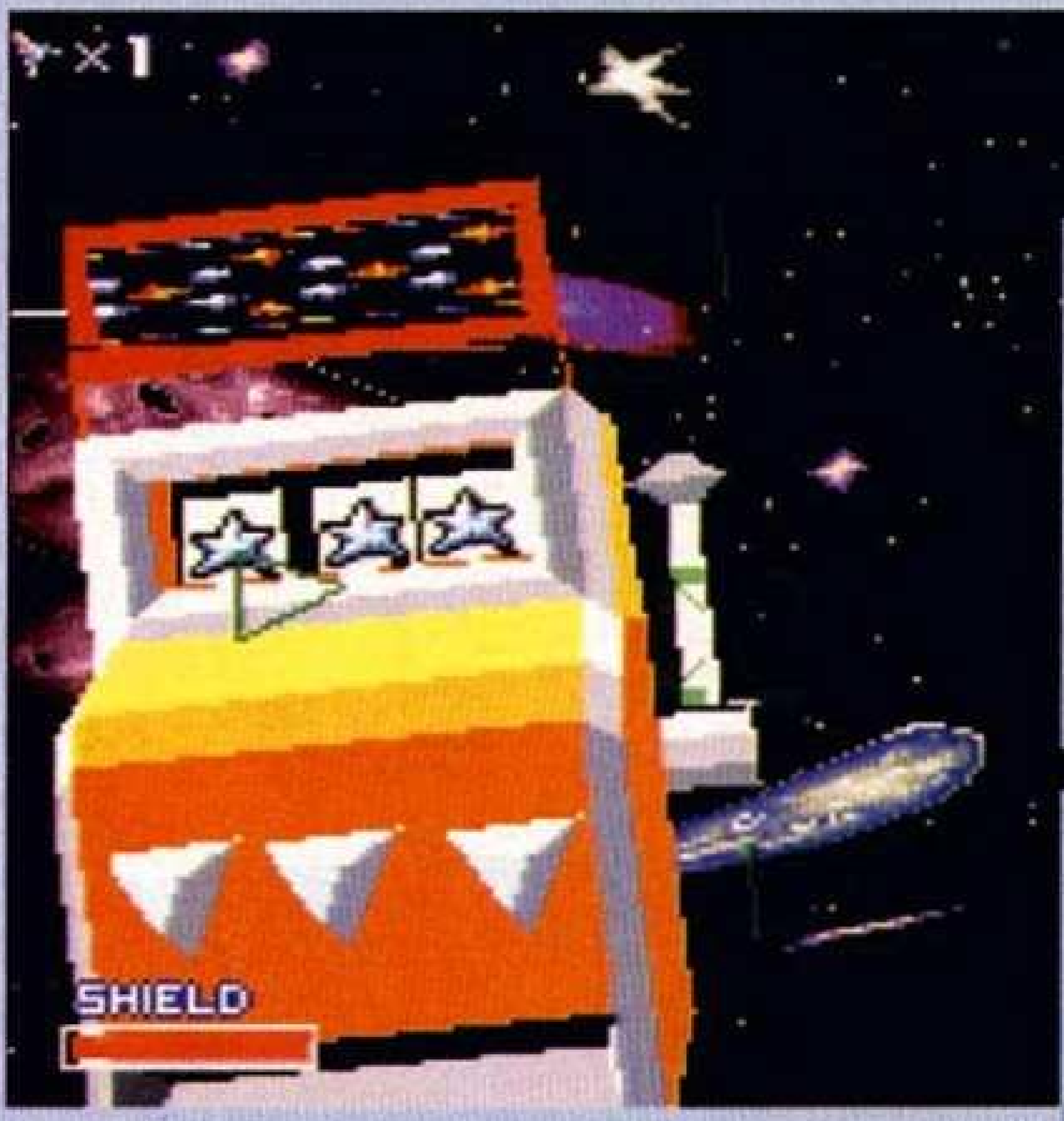
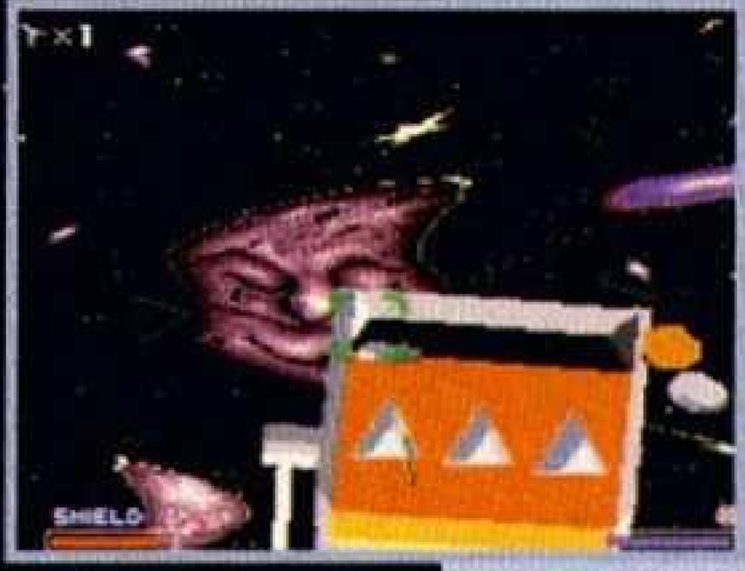
STARWING SECRET WORLDS

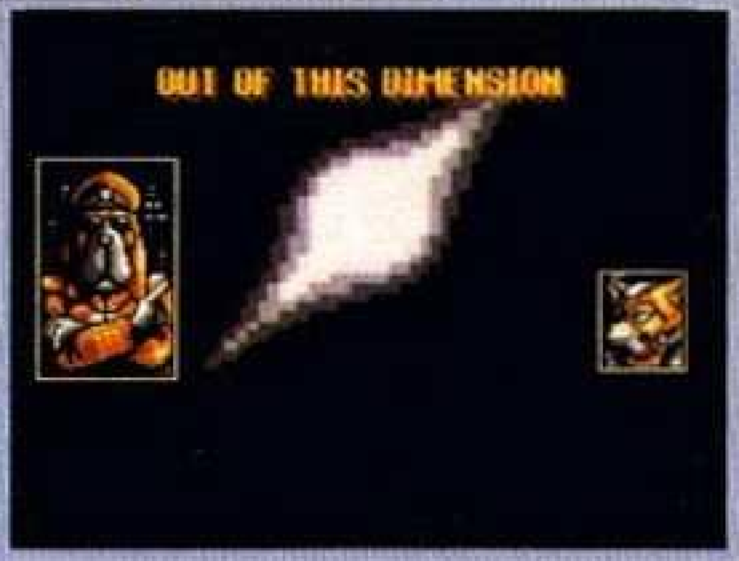
STOP PRESS! Just as this month's NMS News was toddling off to bed, our Nintendo hotline rang with some important news. Despite everyone's best efforts to keep the cost of StarWing (previous title Star Fox) under forty quid, it couldn't be done due to rising costs and, when officially released in the UK, the game will retail at £49.95. This is bound to be a disappointment to everyone, but at least the new price tag weighs in at significantly less than the £65 some ill-informed pundits were predicting for the cart, and a stackload less than the £100+ charged by some grey dealers with conscience bypasses.

Incidentally, StarWing has rocketed back to the top of the NMS popularity stakes now that we have found the game's secret levels! How's this for starters: there's a black hole to be found within the game, inside which everything goes crazy and enables you to transport to later levels!. Best of all, an end-of-level boss is a GIANT FRUIT MACHINE and you have to blaze away to a winning competition to win!

If that's not enough (and it ought to be) you get the chance to fly around inside a giant bird, with all-the bird-like malarkey such a voyage of discovery entails! Here are a few screen shots, courtesy of the boy Harrod, and next month we'll take you one a detailed voyage of the game and all the secret worlds (telling you where they all are). NMS - first again with the news that REALLY counts!



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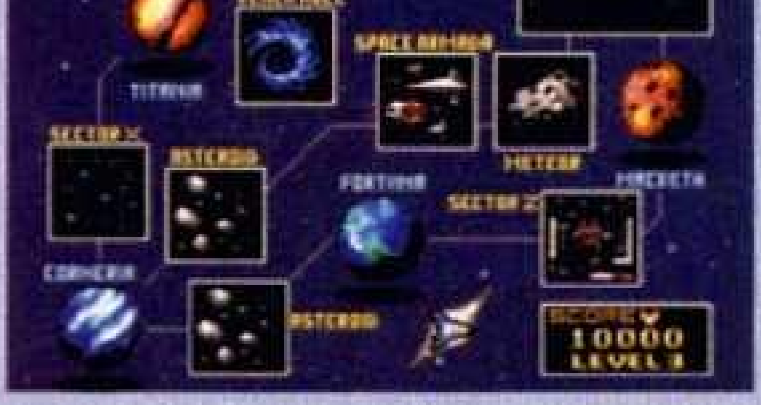
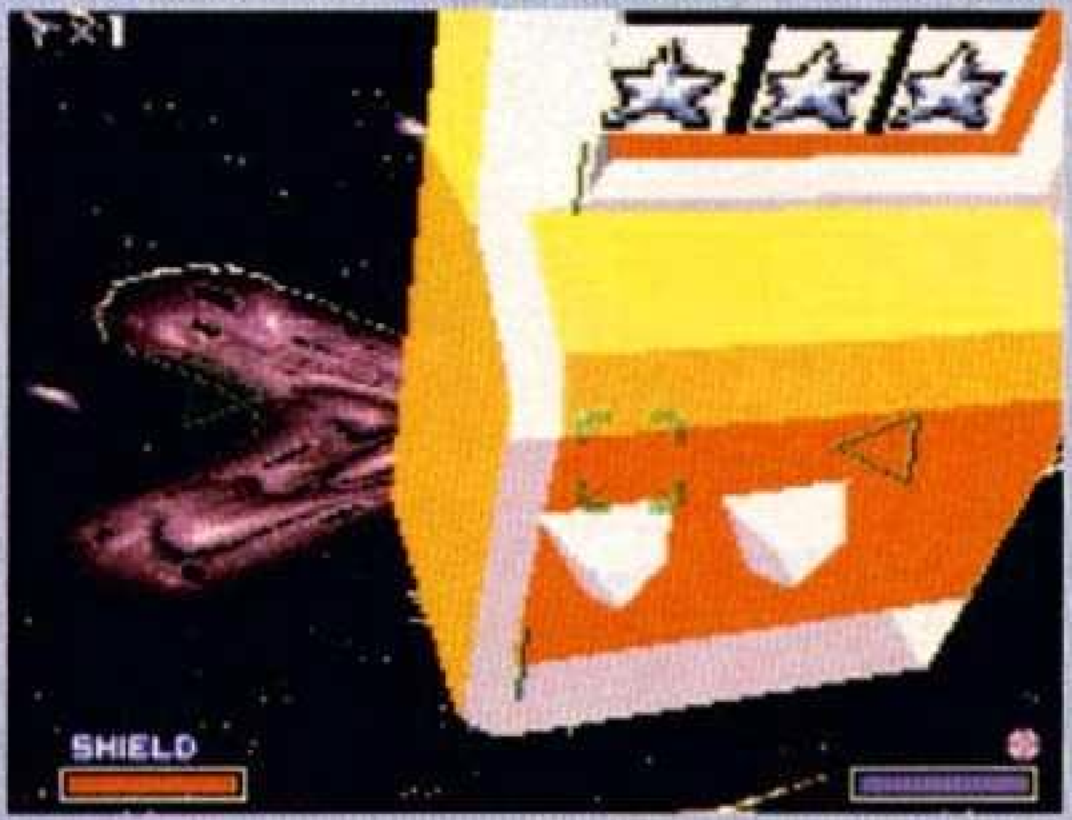

MAP
SECTOR Y
VENOM
BLACK HOLE
TITANIA
SPACE ARMADA
SECTOR X
ASTEROID
FORTUNA
METEOR
MACBETH
SECTOR Z
CORNERIA
ASTEROID
SCORE
10000
LEVEL 1

- SOFTWARE FAX
- BY: NINTENDO
- SUPER NES

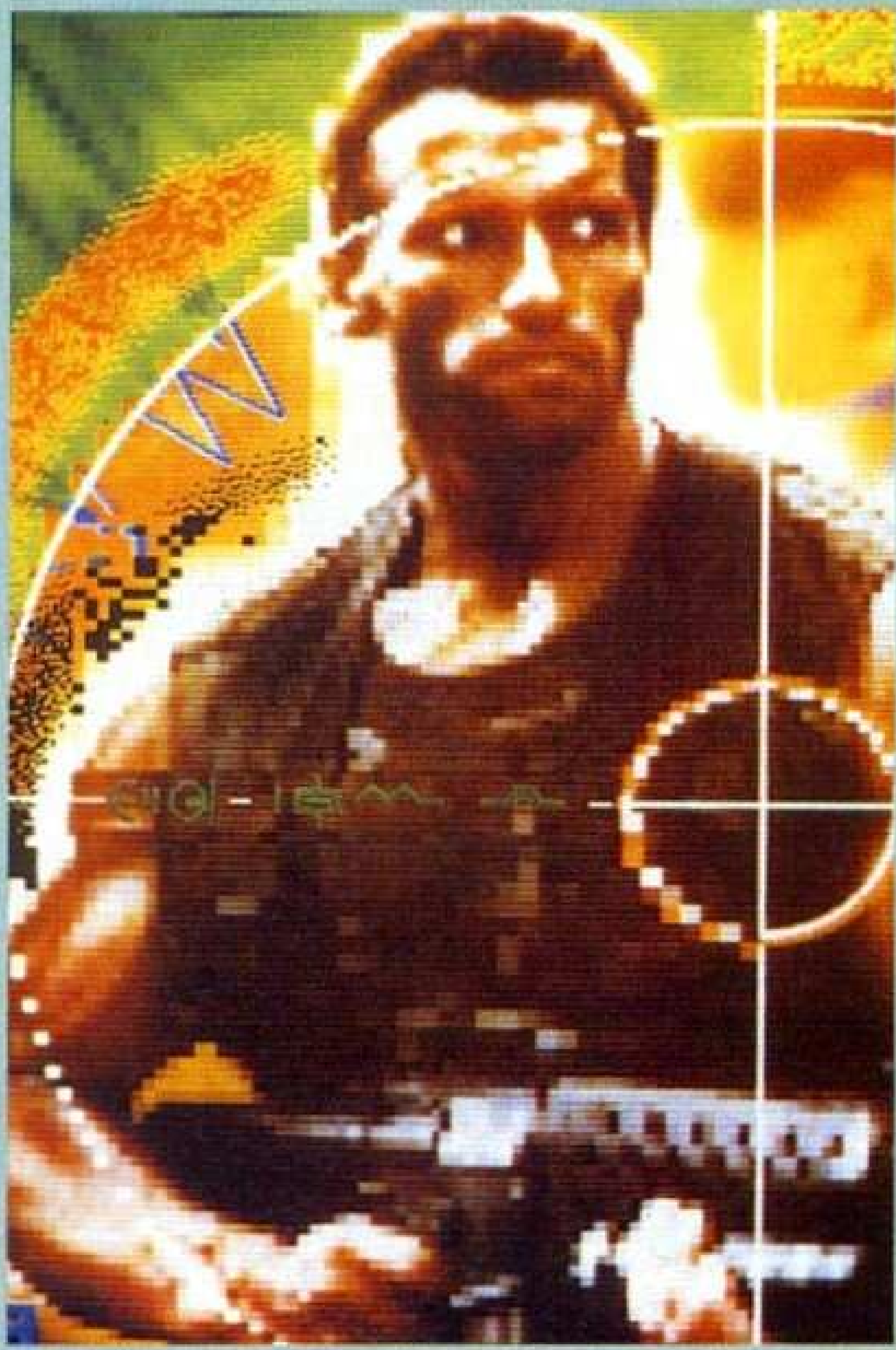


▲ Honestly. Sometimes we are so hard it surprises us!

LAST ACTION HERO

Well, if this isn't the biggest licence of the year! Sony have snapped up the rights to produce a game based on big Arnie's forthcoming all-action movie, The Last Action Hero. With a budget rumoured to have exceeded $100 million, the film is another big-bangs-and-noise-fest, with Arnie playing the part of a policeman who is definitely the victim of some wrongdoing and sets about putting things to rights. Sony have the rights to produce the game on all three Nintendo formats (Super NES, NES and Game Boy) and promise big things from the license. The movie involves more big guns than any other film to date, and promises to be a rollercoaster ride from start to finish. We'll have more news on the movie and the game pretty flippin' soon.

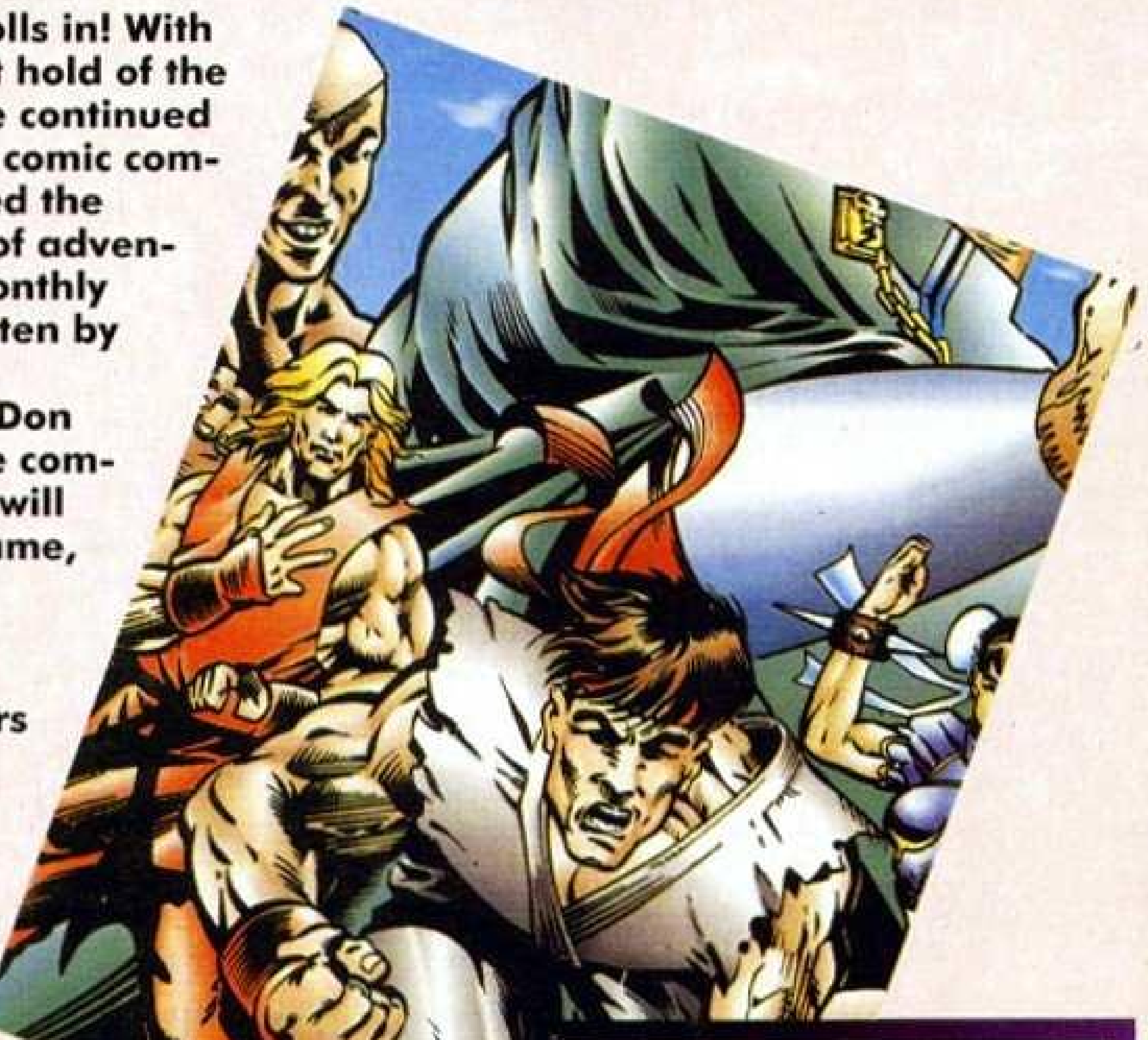
- NEW GAME
- BY: SONY
- SUPER NES



MORE PRINTED PUGILISM

And still the merchandise rolls in! With SF2 fans clamouring to get hold of the Japanese comics based on the continued adventures of Ryu and Co, US comic company Malibu Comics has signed the rights to produce a US series of adventures which will begin on a monthly basis from May this year. Written by long-term Malibu scripter Len Strazewski and illustrated by Don Hillsman and Jeff Whiting, the company are boasting the comics will be as action-packed as the game, and hope the paper-based adventures will enhance the coin-op slightly.

All your favourite characters are going to be in the game, and the first issue sees Bison telling Sagat to lure Ken and Ryu into the World Arena for a fight to the death. In addition, Malibu are also planning to introduce a new character to the proceedings, although he may not be so fortunate as the rest and will probably kick the bucket - no doubt fuelling more revenge thoughts for the rest of the goodies. Expect it to make an appearance over here very soon.



- COMICS
- BY: MALIBU

EKE THE CAT

Rivalling Garfield in the US cartoon popularity stakes, Eke The Cat is set to hit our TV screens later this year, with licence-hungry Ocean ready to release a game based on the fat feline's life. As he's not exactly well-known over here, it's worth knowing that Eke is a happy-go-lucky cat who always seems to end up in trouble whenever he tries to help anyone out. Ocean's game is going to use the trusty arcade/adventure formula to work in his problems, but as of yet, unfortunately, there is nothing to see. As soon as there is, you'll read it right here!

COULD IT BE MAGIC

With Space Ace and Pacific Islands still under development, Entertainment International are also working on a cutesy platform affair called Magic Boy. The game has been in progress for the Amiga for nearly two years now, and EI are now concentrating on a Super NES version ready for a November release. Starring a magician's apprentice, Magic Boy is a rather neat-looking platformer. We'll have more on this one next month.

MUSCLE BOMBER

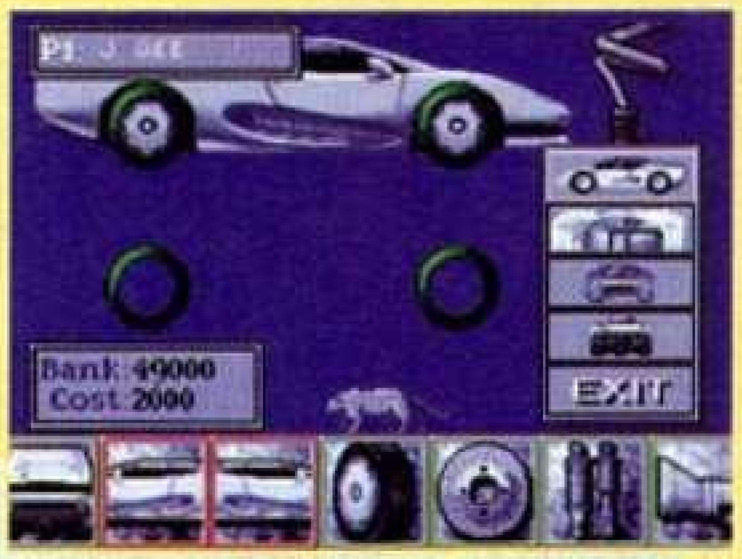
Just released into arcades in Japan is a wrestling sim called Muscle Bomber by Capcom. Featuring more moves than any other of its kind, Muscle Bomber also stars Final Fight's Haggar in a starring role. More importantly, though, word reaches us that a Super NES conversion is on the cards. Coo!

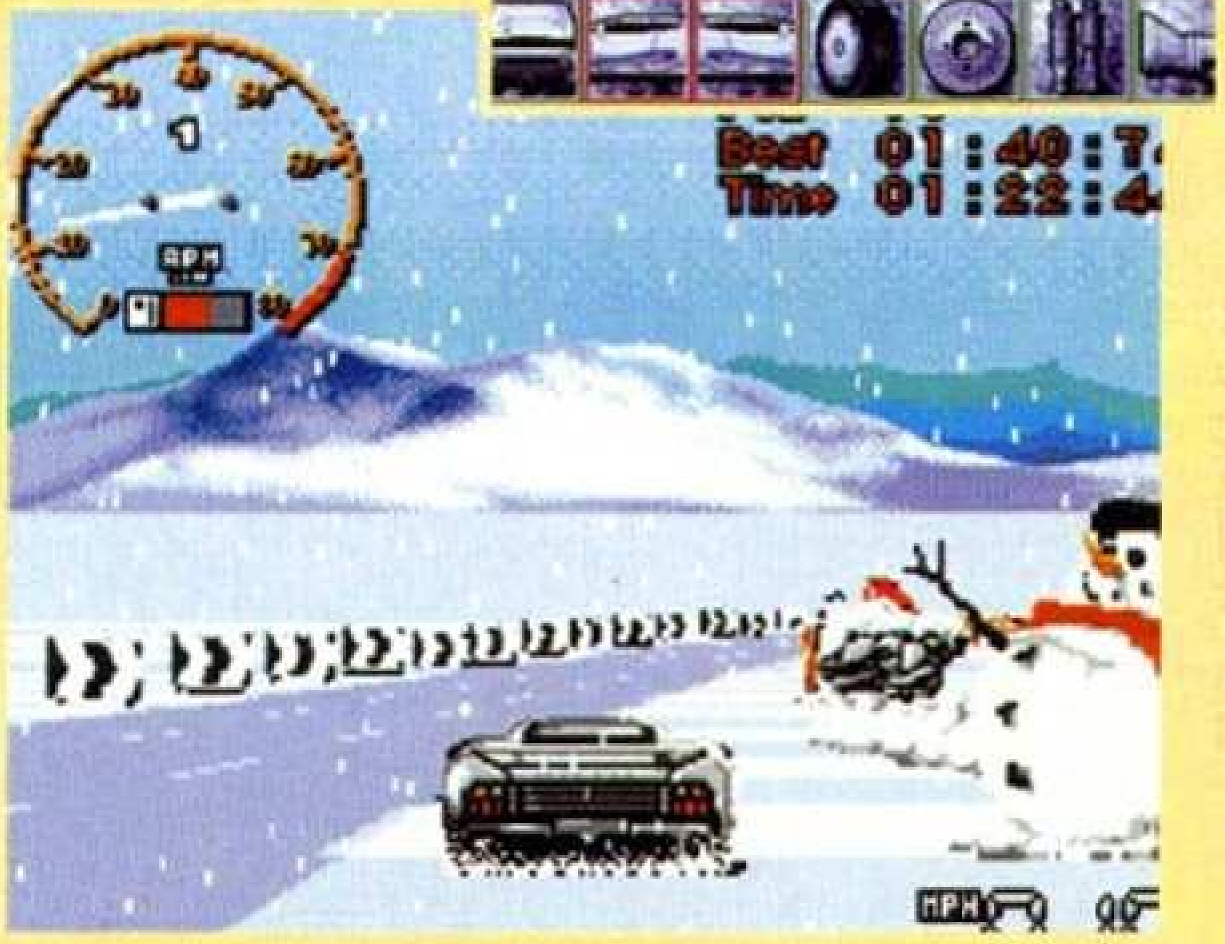
HELLO DUCKY!

One of Daffy Duck's better alter-egos, the futuristic space superhero Duck Dodgers, is currently undergoing the Super NES treatment as Sunsoft continue their succession of Looney Tune licences.Here's hoping it's better than the dreadful Death Valley Rally...

REV-OLUTION

Reuniting with developers Core Design, Chuck Rockers JVC are lining up on the starting grid with a conversion of Core's acclaimed Amiga racer, Jaguar XJ220. Adopting the customary third-person perspective viewpoint used by the genre, Jaguar pits the player against the world's top racers as they compete for huge cash rewards over a series of renowned circuits. Starting with a limited supply of cash, the player pays to enter races and the onus is then on them to add to their coffers by being one of the first four past the finishing line. In addition, depending on the importance of the race, the entry money to key circuits is related to the prize, so don't expect to enter the real tough races as a fresh-faced novice. Development of Jaguar is now nearing completion and JVC are gearing up for a June release.

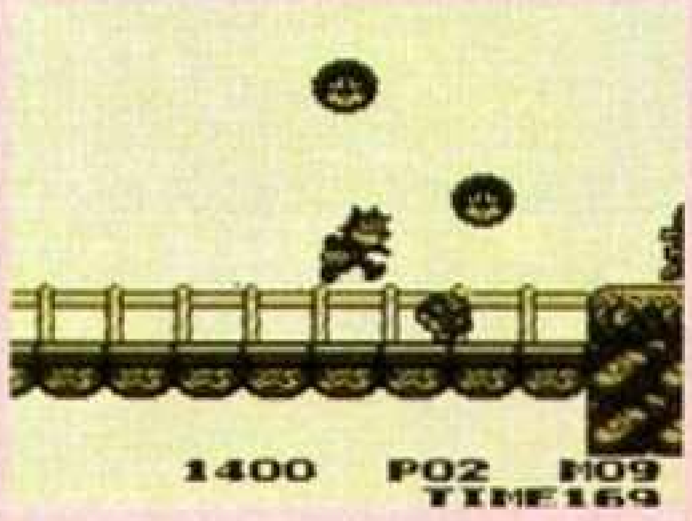


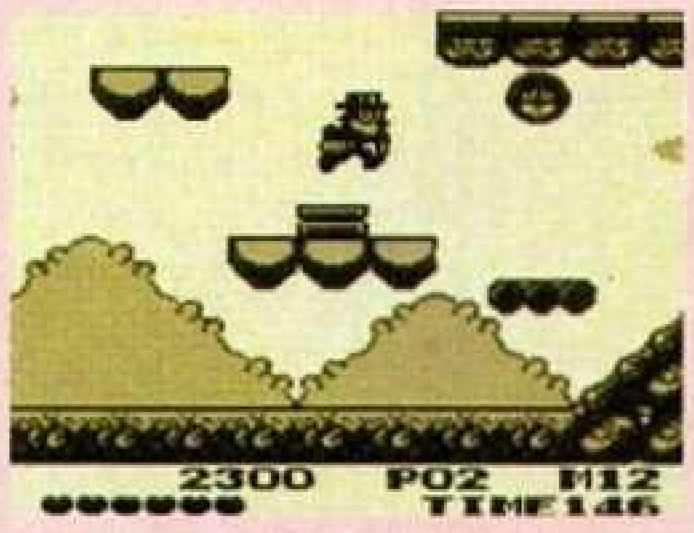


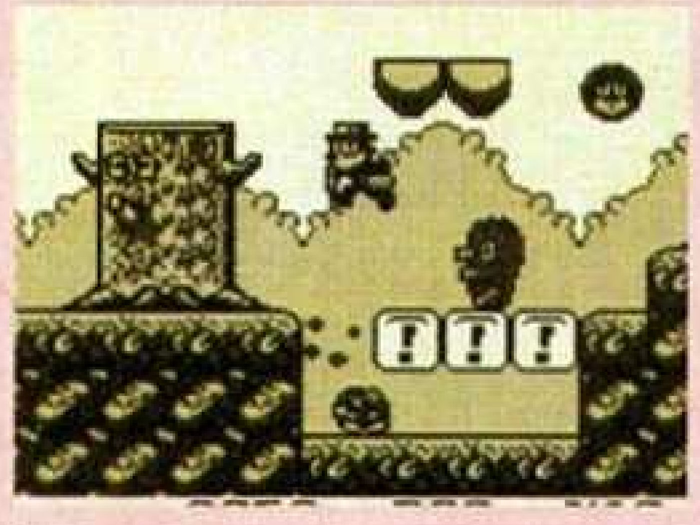
- NEW GAME
- BY: CORE/JVC
- SUPER NES
- DRIVING GAME

FELIX RETURNS

Japanese developers Hudsonsoft are getting into high gear with a selection of Game Boy titles on the way. Mentioned briefly last month, a hand-held version of Felix The Cat is first in the line, with the monochrome mog once again touring a series of platform-laden levels in search of numerous power-ups which, in turn, give the has-been star the use of assorted tanks and similar vehicles. Following hot on Felix's heels are a Game Boy version of Pang (see the preview on page114) and a sequel to the Wonderboy-inspired Adventure Island. Adventure Island II sticks to the tried and tested horizontally-scrolling japes, whilst also adding an inventory for the nappy-clad hero to select his weapons from. Full reviews will follow soon!



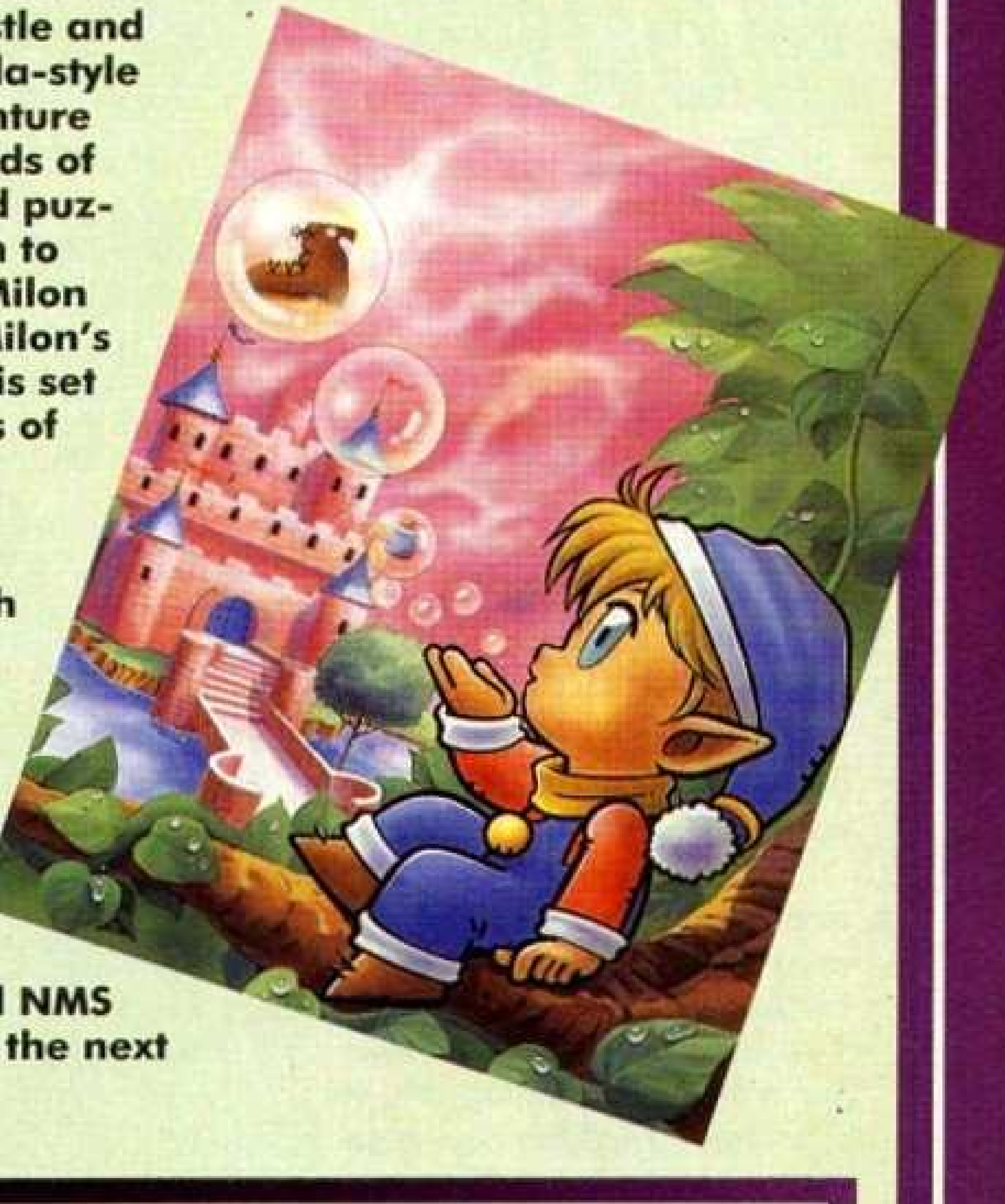




- NEW GAMES
- BY: HUDSONSOFT

MILON-AIRE

Hudsonsoft are set to unleash what they hope is a contender for Mario's crown as King of Nintendo characters - Milon! The diminutive hero's first quest takes place throughout a sprawling castle and takes an Zelda-style arcade/adventure slant with loads of object-related puzzles thrown in to keep young Milon on his toes. Milon's Secret Castle is set across dozens of massive sub-sections, with the basic aim being to reach the top of each. Milon's Game Boy debut is pencilled in for a July release, so expect the full NMS review within the next month or so.



- NEW GAMES
- BY: HUDSONSOFT

GREMLIN MADNESS

Just as this issue was going to bed, we heard of a rather strange licence to say the least. Gremlin, they of Zool and Nigel Mansell fame, have signed up to produce a game based on 'Nutty Boy' pop group, Madness! The ink is still wet on the contract as we write, but more details will follow. Rumours that Ocean have followed suit and are producing a game based on the life and times of Rolf Harris have not been confirmed...

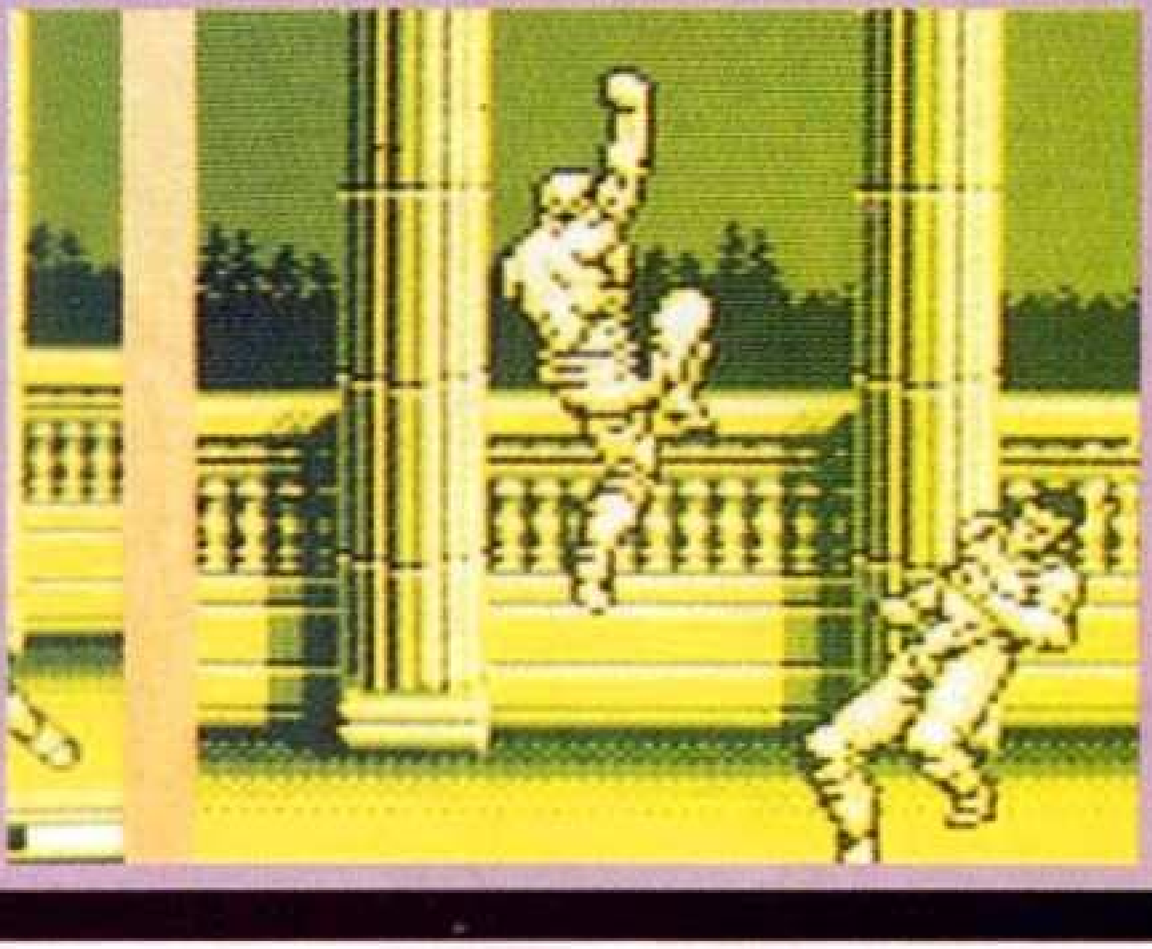
- NEW GAME
- BY: GREMLIN
- SUPER NES

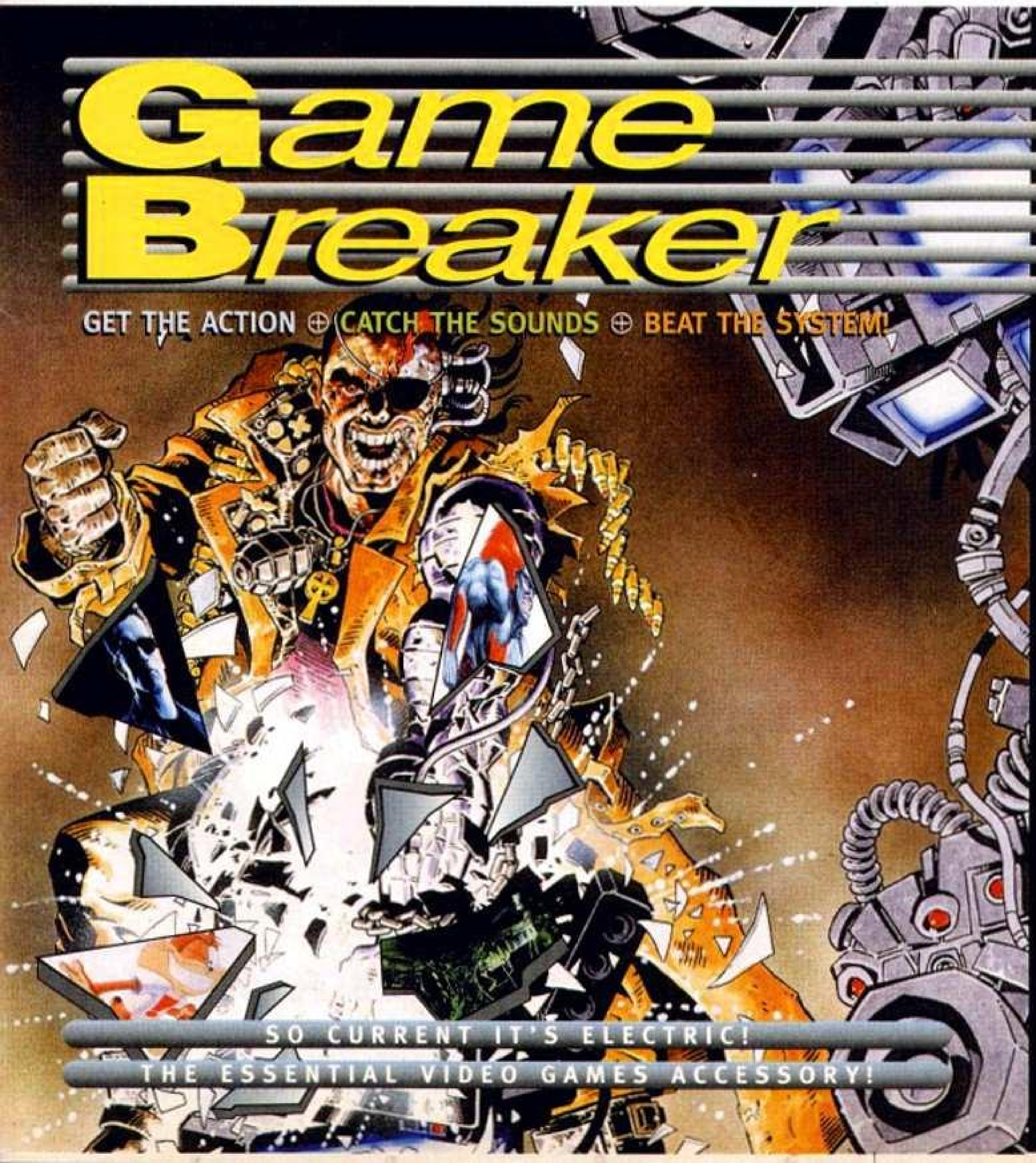
OUTBURST FROM KONAMI

- NEW GAME
- BY: KONAMI
- GAMEBOY

With the beat 'em up bandwagon cranking up to full pelt, Konami are the latest guys and gals to hitch a lift as they unleash a new bout of fisticuffs for the good old Game Boy - Outburst! Starring characters with odd-sounding names such as Bulk and Vandal, Outburst could be the game all you SF2-hungry handheld owners have been waiting for.

Each of the characters feature a series of special moves, and also boast individual fighting techniques and blocks. With these duly mastered, it is then up to the player to guide their chosen fighter through a series of three-round bouts until they eventually come up against the as yet unnamed champion fighter. Game Boy owners should start bating their breath right about now.





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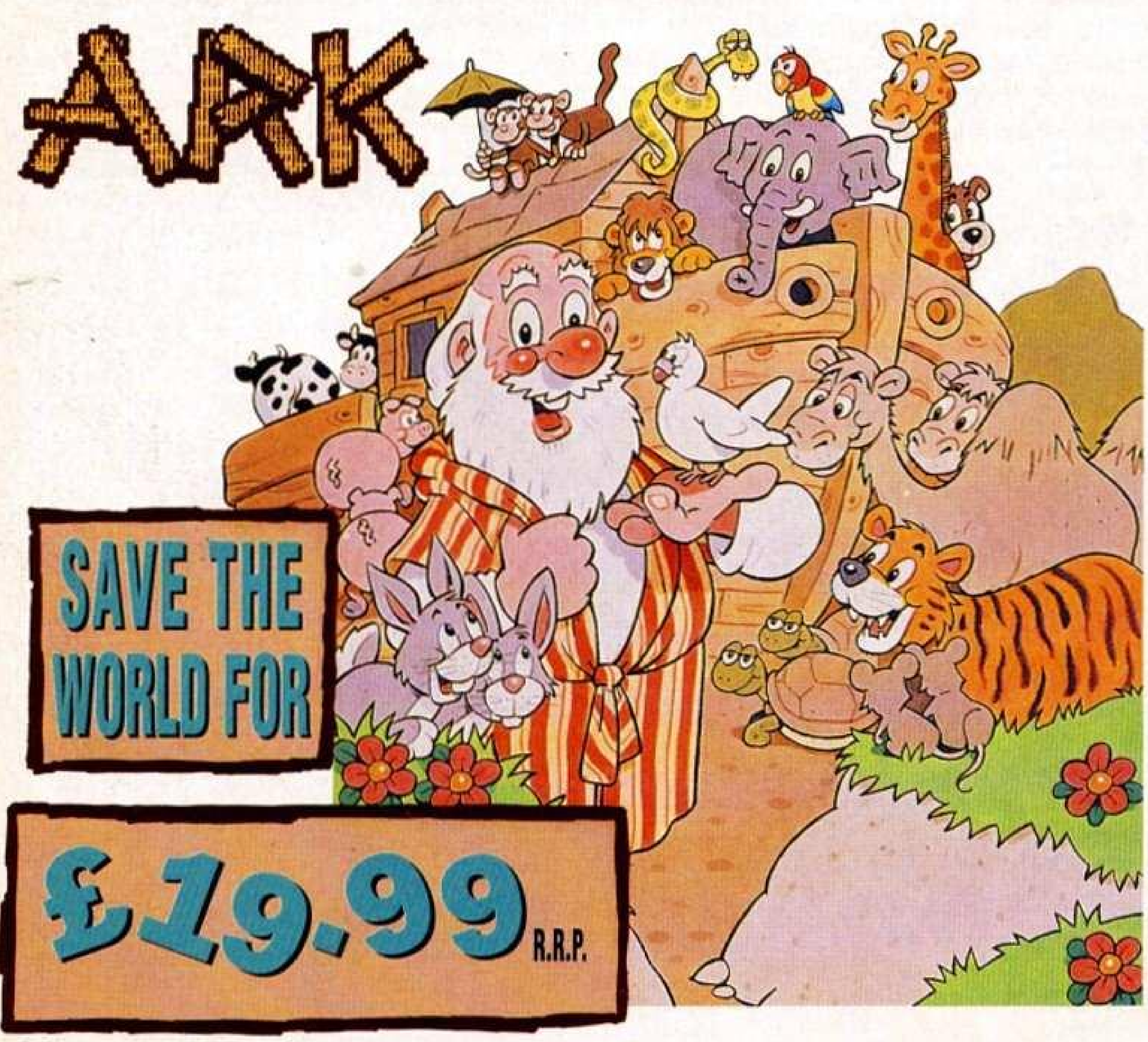

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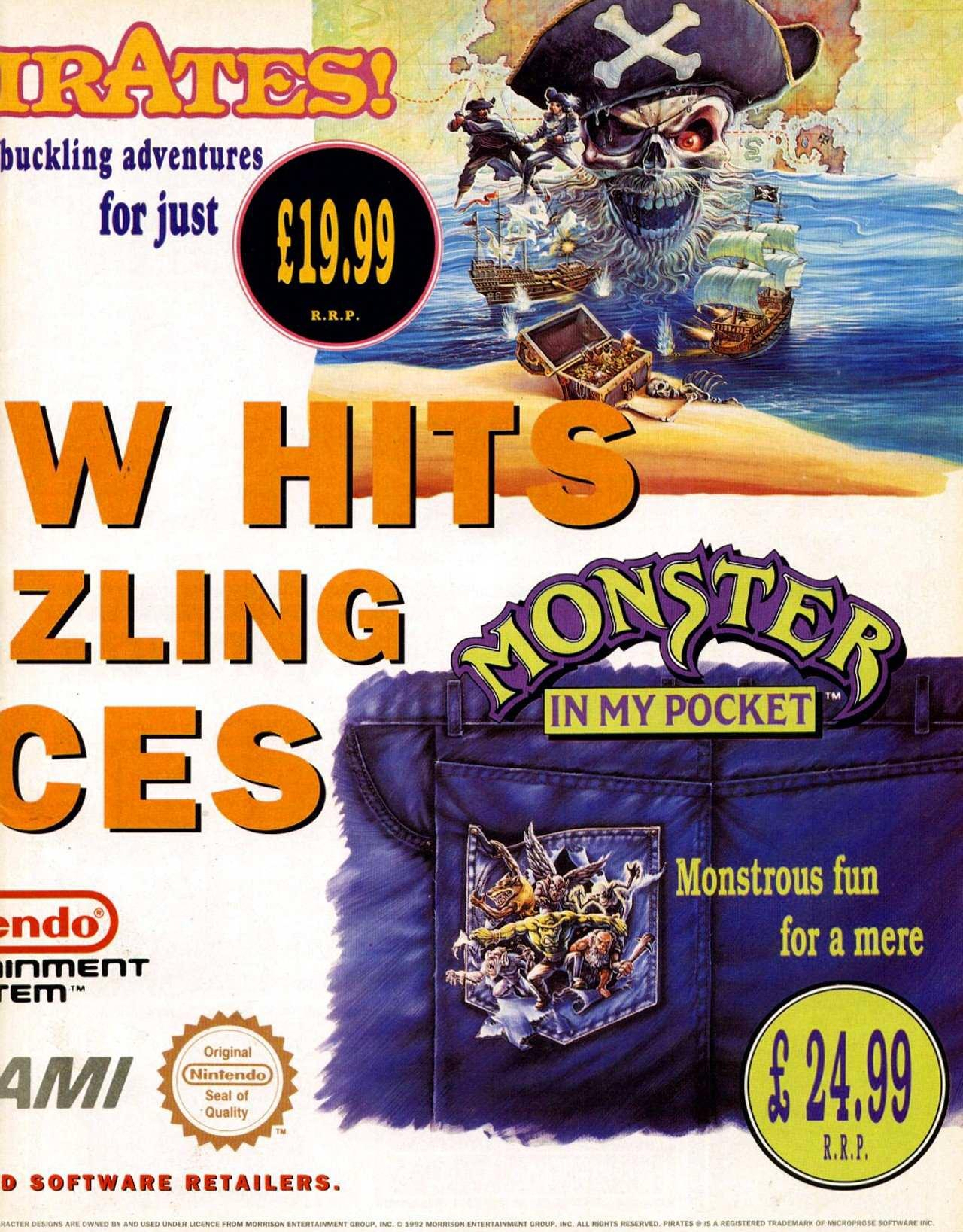

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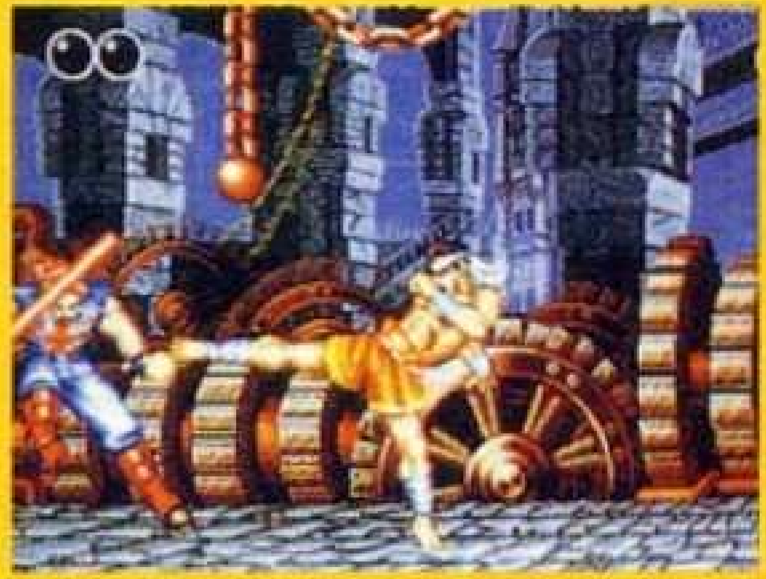
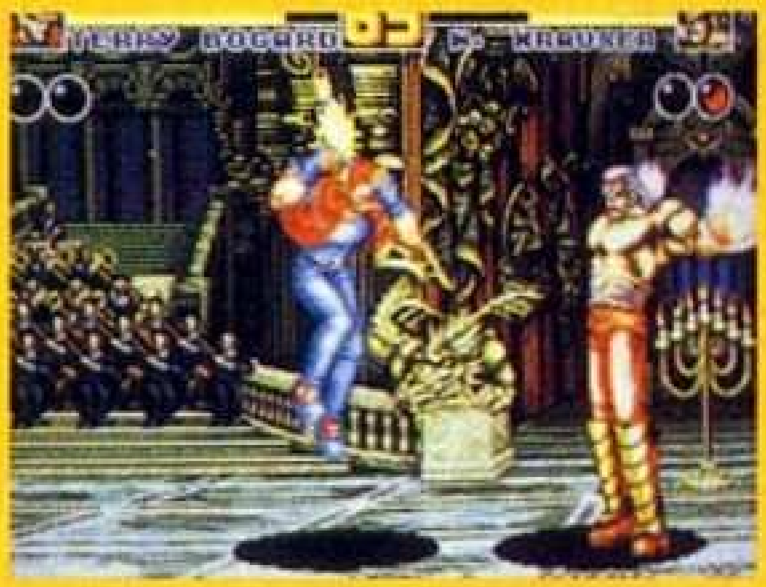
SCRAP HAPPY

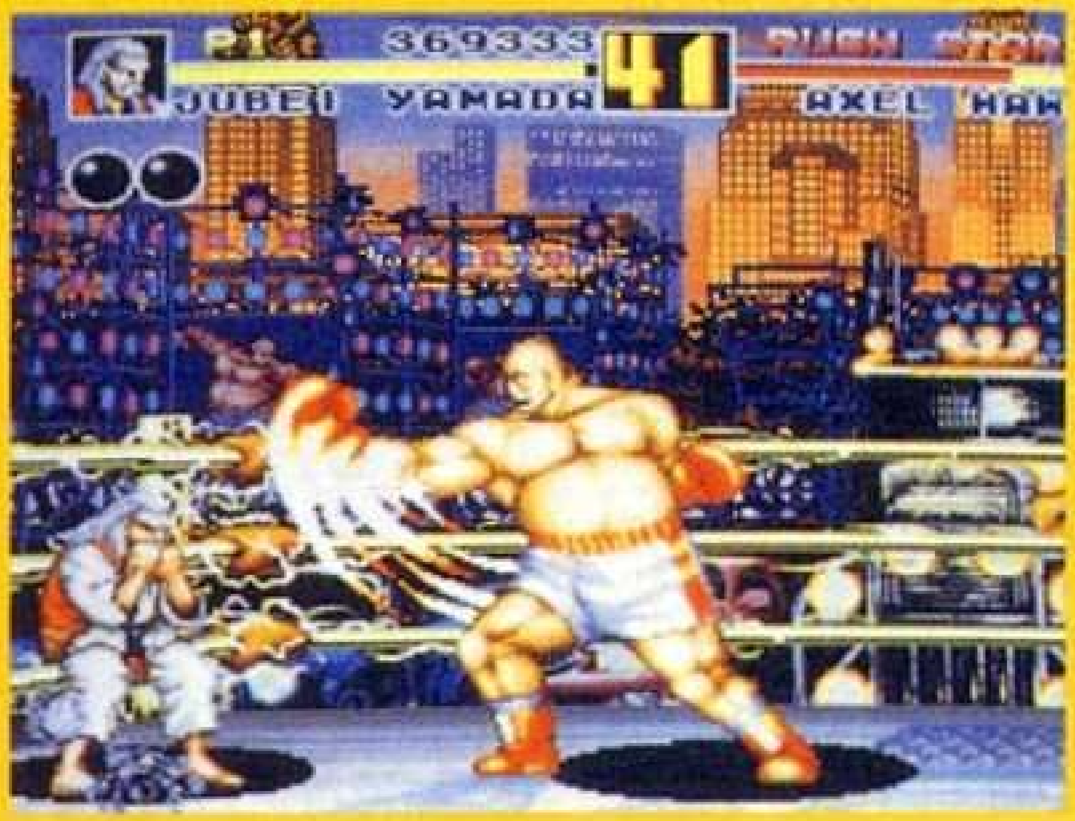
- NEW GAME
- BY: SNK
- SUPER NES
- ARCADE CONVERSION

Anyone who has had their jaw slackened by the Neo Geo's rather spiffy Fatal Fury II beat 'em up should be overjoyed to hear that it's being converted over to the Super NES. When we first heard that a conversion was in the works, we were a little dubious as to whether the Super NES could handle the original's massive sprites and many frames of animation. However, after the small demo we have seen, it appears we will have to eat our words - everything seems to have been recreated in full. A 16-MEG cart, Fatal Fury II once again pits the Bogard brothers against some of the world's finest fighters - and their scraps take place against all manner of strange backdrops, including a moving train! Similarly, Fury II also features some of the best moves we have seen in a beat 'em up, the best of which include the super Hurricane Uppercut and the deadly Rising Tackle!! Shown here are shots of the Neo Geo game, but a full preview is being worked on right now.



▲ Have some of this....



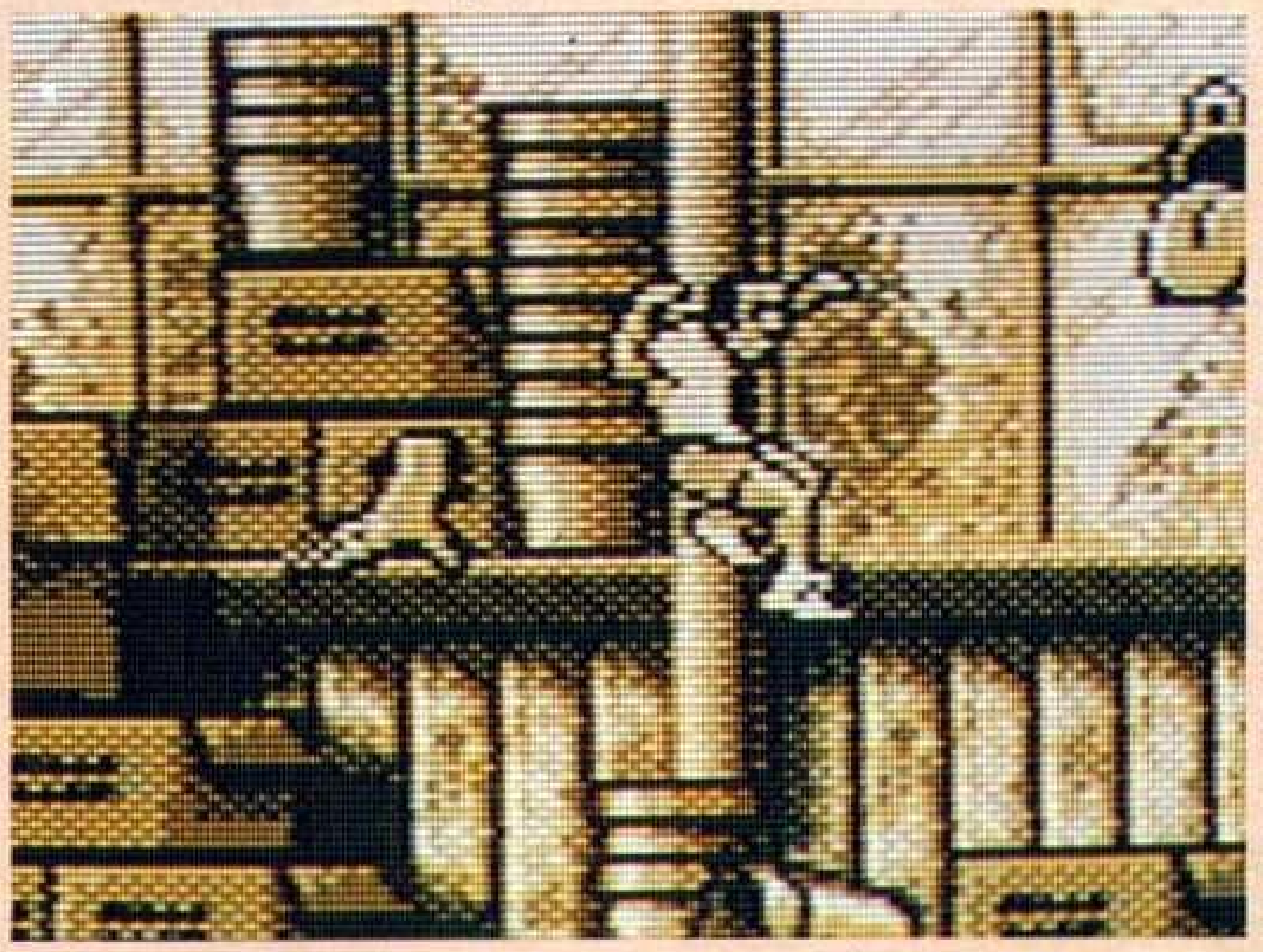


▲ ...With a side-order of that!

TORA! TORA! TORA!

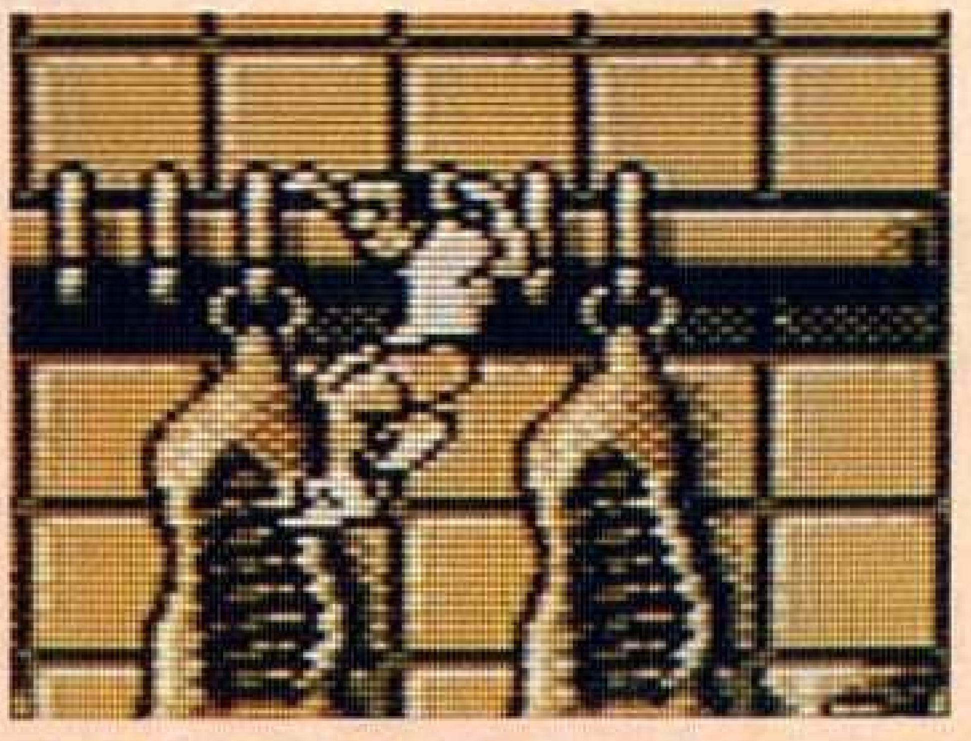
Making its way over the seas courtesy of Asmik is the rather smart-looking Super Air Diver. An enhanced version of the Megadrive game of the same name (well, without the Super tag, anyway), Super Air Diver is a Super NES-based Pilot Wings-style affair, with the player steering their jetplane across a fast-moving 3D environment on a series of missions. However, in aiming to make the game's 3D rotational scrolling even more impressive, Asmik are making use of the DSP chip for added speed - and bearing in mind how fast Exhaust Heat II is, flight fans could be in for a rare old treat when the game is released.

QUITE FRANKLY, MY DEAR



Mentioned in short a few months back, details on Elite's Dr Franken II are starting to emerge. Set for a July release, Franken II is a 2MEG cart, which this time takes the Franky creature into some nearby woods in search of cash to pay his creator's outstanding debts. Starting in a locked room, Franky's task takes him across the entire Franken estate with the many coins needed to save the good Doctor's estate from the bailiffs scattered throughout the flick-screen area - but, unfortunately, so are all manner of other experiments, including a rather hungry line in man-eating plants! Dr Franken II will be revealed in more depth next issue.

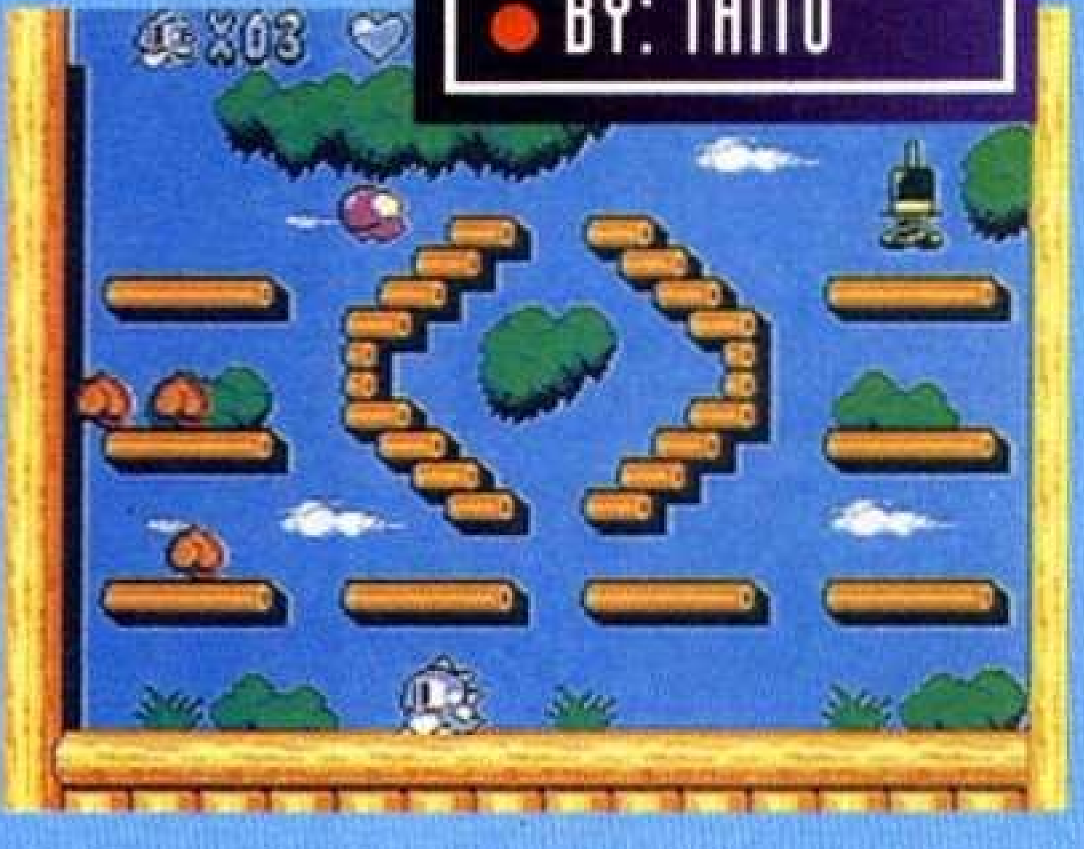
- NEW GAME
- BY: ELITE
- GAMEBOY



ADDABOODLE

- NEW GAME
- BY: TAITO

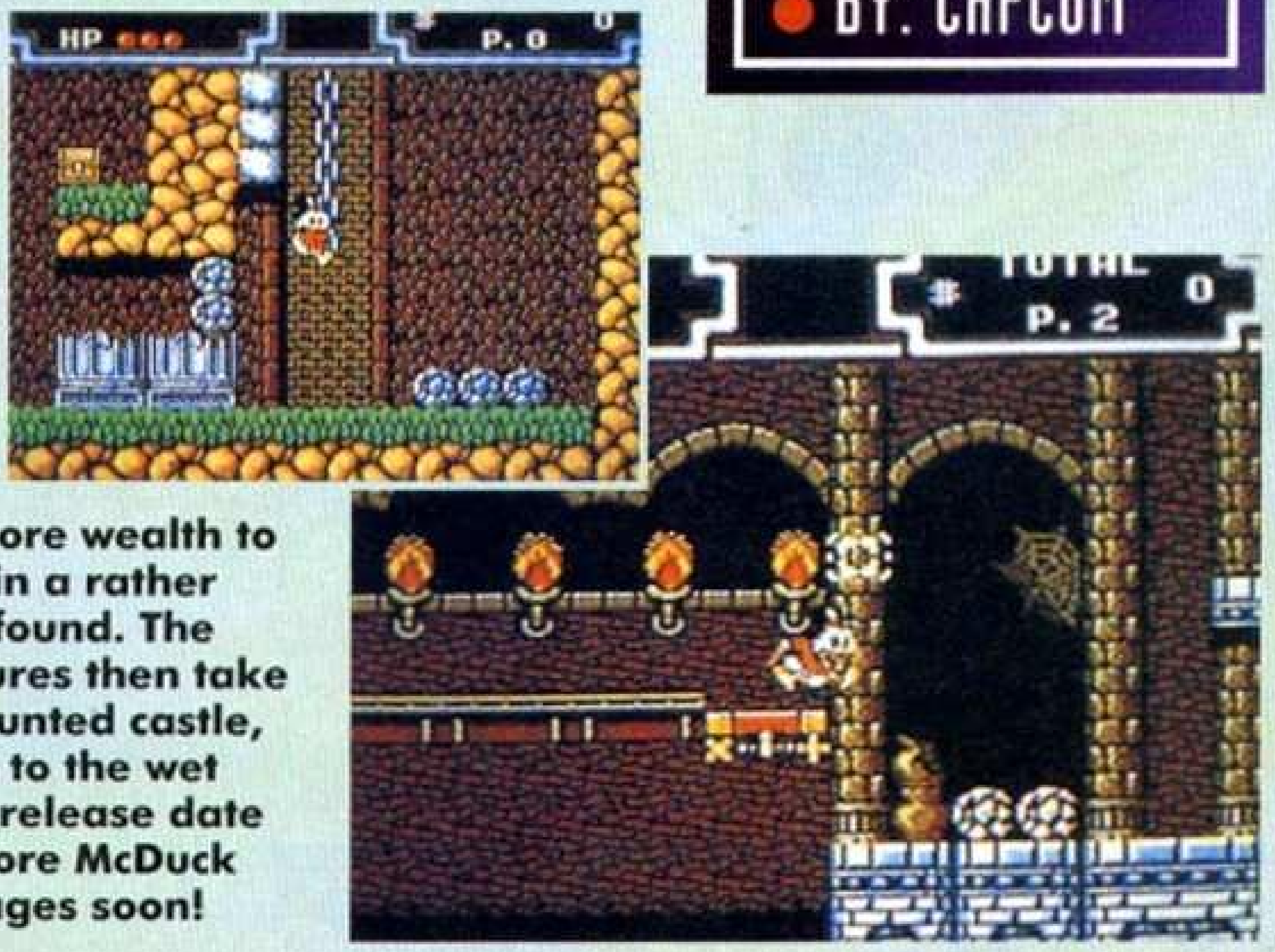
Hoorah! After their NES-based adventures in Parasol Stars, Bub and Bob have returned for a fourth time thanks to Taito - and they've reverted to their original bubble-blowing Brontosauri persona! Combining ideas from both Bubble and Parasol Stars, Bub and Bob's home world is once again under attack from the eternally-evil Chaos Tikhan. Using Parasol's scrolling levels and themed worlds. and rearming Bub and Bob with their bubble-blowing skills, the as-yet-unnamed Bubble 4 spans over 100 screens, interspersed between which are a host of boss creatures. More news in a while.



DUCK AMUCK

- NEW GAME
- BY: CAPCOM

Scrooge McDuck is all set for a NES return as Capcom add the finishing touches to Duck tales 2. The continuing story of pogoing McDuck's quest for cash, Duck Tales 2 offers more of the same platform action, with Scrooge searching a series of massive caves and buildings in search of more wealth to add to his coffers - as listed in a rather dodgy treasure map he has found. The consequent pogoing adventures then take the billed hero through a haunted castle, past wizard ducks, and even to the wet and windy Scottish climes. A release date has yet to be decided, but more McDuck stuff will be gracing these pages soon!



TETSUO-BLESS YOU

London's Institute of Contemporary Arts, the ICA, are releasing a selection of their most popular cinema attractions on their own ICA Projects video label. Starting with 'Tetsuo: The Iron Man' on April 5th. It has an 18 certificate and quite rightly so, considering the copious amounts of blood and sordid activities going on at every available opportunity which help tell the tale of a man turned mutated metal monster. That said, this is one of the most celebrated works of recent cinema and is rightly described as 'the classic Japanese cyberpunk movie.' Taking his influence from Manga, Anime and hardcore rock music Shinya Tsukamoto created the ultimate in hardcore, industrial-techno fantasy imaginable! It has to be seen to be believed, though we must stress the 18 certificate as it is richly deserved.

TWIN BEE

Just arriving as this issue of NMS was going to bed, was a copy of Konami's new vertically-scrolling blaster, Super Twin Bee. Designed by the wacky guys and gals behind Parodius, a few old faces make cameo appearances, and there's plenty to shoot and collect. Needless to say, a complete review will appear next issue.

● DARKWING RETURNS

Hoorah! Those oh-so-busy chaps at Capcom are currently beavering away on converting their Game Boy hit, Darkwing Duck, over to the NES. In terms of gameplay, NES Darkwing is identical to the playable hand-held version, with the aquatic superhero fighting his way across three massive cityscapes in search of everything evil. NES owners should be waiting with bated breath, as Darkwing Duck should be flying onto your screens very soon!

● KONAMI PRICE CRASH!

In a surprise move, Konami have slashed the prices of four brand new NES carts, bringing two of them in at under twenty quid! Monster In My Pocket and Bucky O'Hare will each retail at £24.99, while Pirates! and Noah's Ark will each set you back an extremely reasonable £19.99. Yahoo!

● DENNIS ON SNES

Currently enjoying a revival of enormous proportions, Dennis The Menace is set to become Dennis The Men-SNES, thanks to Ocean. Based on the forthcoming animated film undergoing post-production in the states, Dennis The Menace is set to introduce the Beano's favourite trouble-maker to a new legion of fans. Unlike The Beano's comic star, the US version of Dennis is a little more sanitised, and fixes his attentions on one Mr Wilson, his next-door neighbour, rather than Walter The Softy. At the time of writing, the game only exists as a rather smart digitised intro, but a full Preview will be coming you way soon!

● THOMASSSS!

Coo,word reaches us that a new animated Tom And Jerry movie is in the works over in sunny Hollywood - with a new game also in the pipeline. Details next month.

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1
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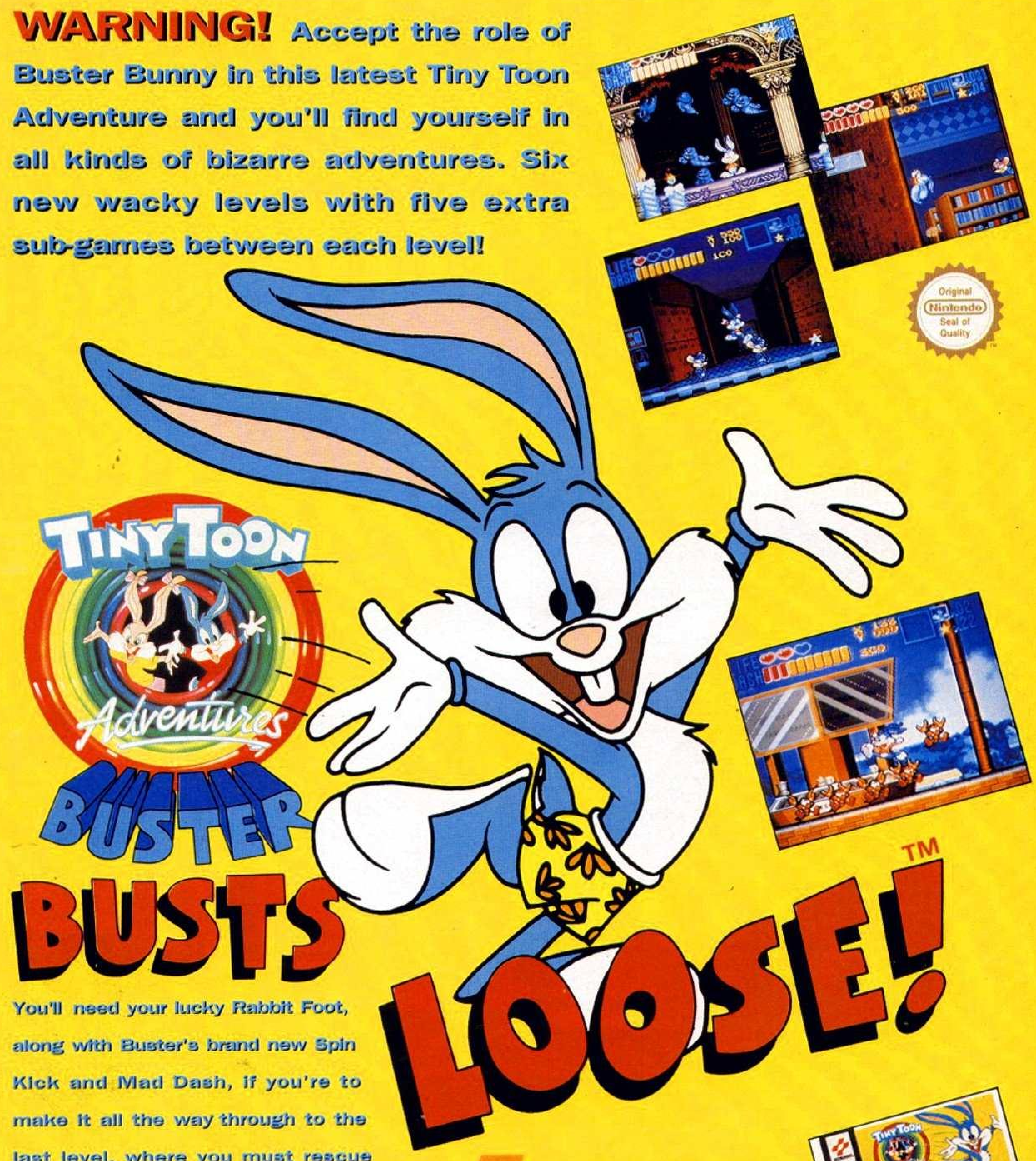

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1 PLAYER

8 MEG

DRV GAME

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PRECISION
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ENTER F3000
ORIGIN
Exhaust Heat 2 is, amazingly enough, a sequel to Seta's own Exhaust Heat. Despite its added features, much of the gameplay is very similar

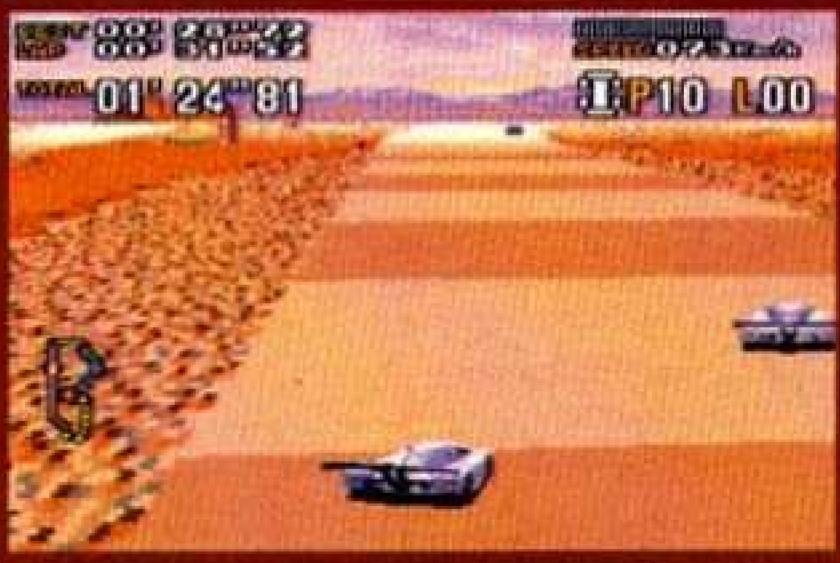
Exhau Heat I

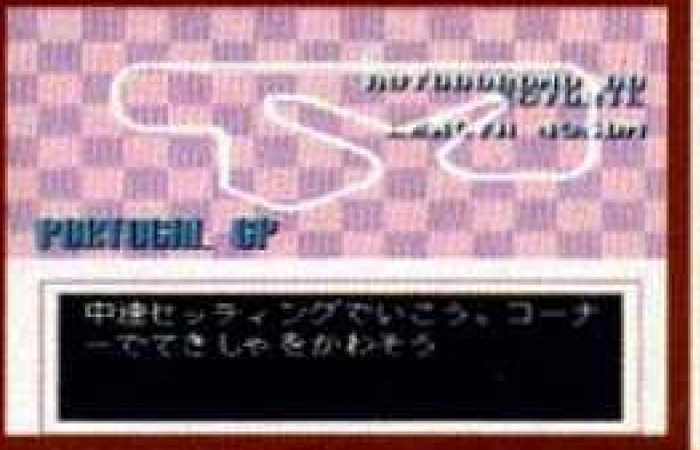
Motor racing must be the final argument against the idea that man is a sensible animal. Give it some thought. First, we invent the horseless carriage. Fair enough, a new toy for the rich Victorians. Then comes the model T Ford - and the first case of someone running out from behind an ice-cream van. Unfortunate, but understandable. But from then on, it's been one long obsession with speed, speed and more speed.

Why should we endeavour to make our vehicles faster and faster, when all we do is race them round in a circle? Well, for one thing it's an awful lot of fun, and it was only a matter of time before the games industry got in on the act. Early efforts were hardly white-knuckle experiences. However, like Formula 1, constant innovations are in progress, and Exhaust Heat 2 is here to prove it - with enhanced Mode 7 japery to run that 3D even faster. Is this the ultimate Super NES racer? Read on and find out...

FROSTY FORMULA

There are three classes of play in Exhaust Heat 2, which separates car types of different ability. You start in the F3 class, which are pretty neat in comparison to the average family saloon, but no match for F3000 or F1 cars. Each class has eight courses, which need to be won before you progress.



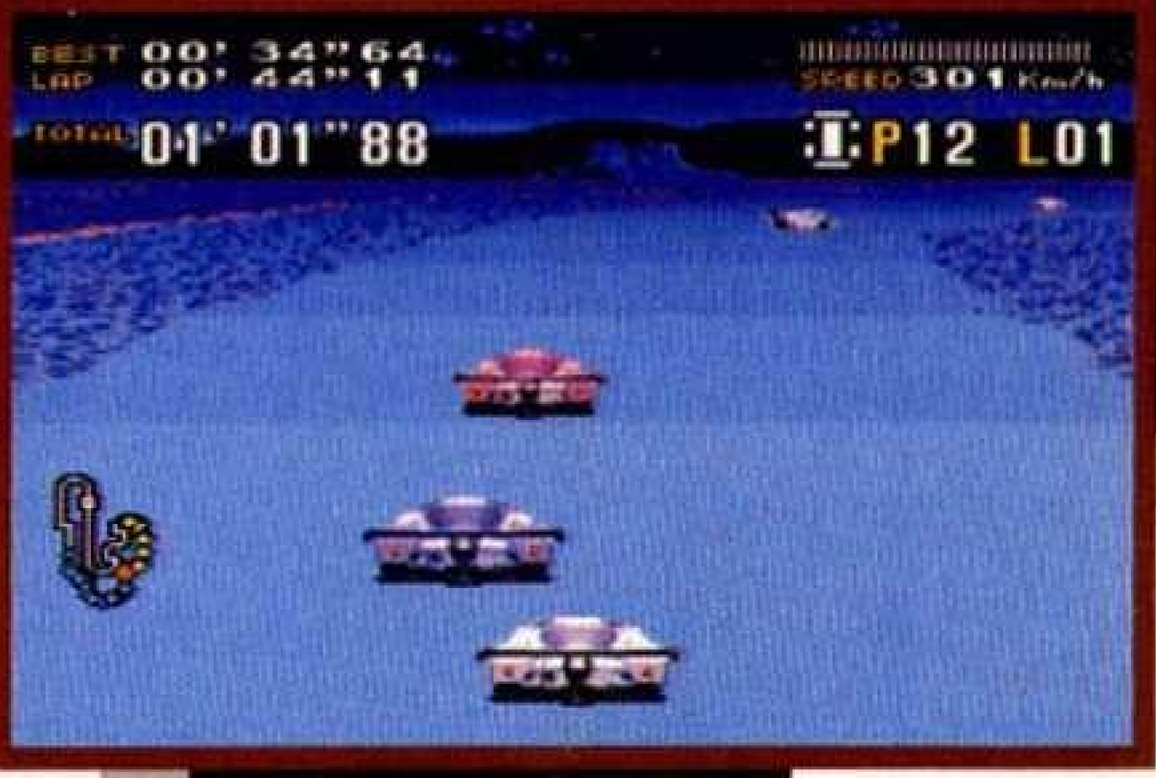


中速セッティングでいこう。コーナーでてきしゃをかわそう

▲ A dull course yesterday.

CUPS AND COPPER

Winning does more than aid your progress, it also helps your bank balance. There are prizes for coming in other than first - up to sixth place, in fact. However, a few good wins are required before you may seriously improve your car's status. In addition, all but one of the courses demand an entry fee - so you'd better recoup your investment with a decent placing.



▲ "Hello, Rubber Duck, this is Plastic Cockerel. We've got ourselves a convoy..."

ist

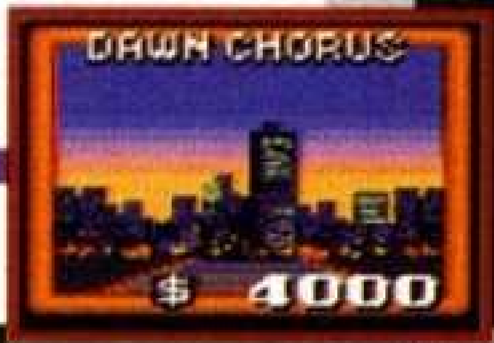
SHORT CIRCUITS

You'll spend a lot of time on the first set of courses. Here's a summary of the conditions of each:

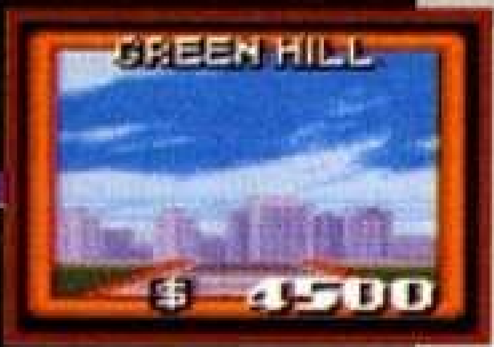
MOON CITY
ENTRY:FREE
A relaxed course with few bends and wide straights.

MOON CITY
FREE

DAWN CHORUS
ENTRY:4000
All the bends in this course are concentrated into the first half.


DAWN CHORUS
$ 4000

GREEN HILL
ENTRY:4500
Has an undulating back straight that requires good timing to negotiate.


GREEN HILL
$ 4500

DARK FOREST
ENTRY:5300
A left-bending course that has a wide loop at its heart.

DARK FOREST
$ 5300

DESERT SNAKE
ENTRY:6000
So named after its curvaceous, roving back straight.

DESERT SNAKE
$ 6000

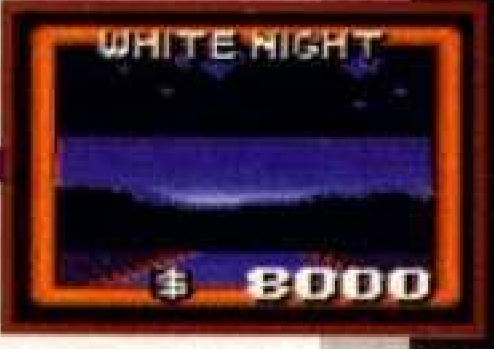
HIGHLANDER
ENTRY:6600
There can be only one, with this twisting track of right-hand turns.

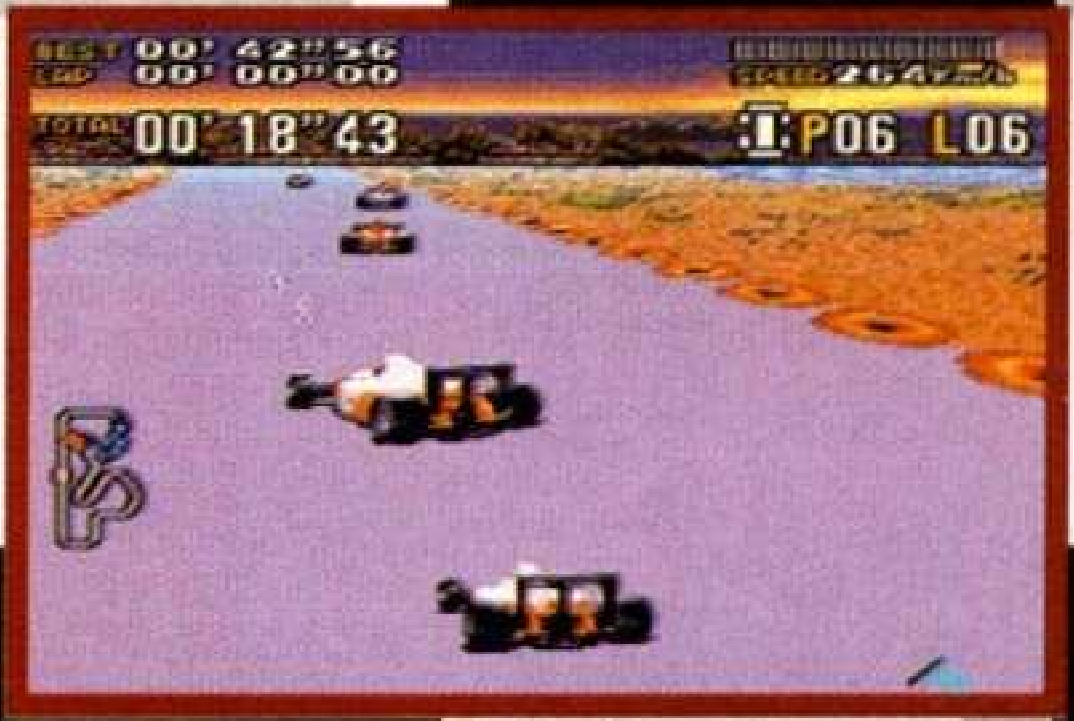
HIGHLANDER
$ 6600

RED MOAI
ENTRY:7300
The talking point here is a U-bend located at the mid-point.

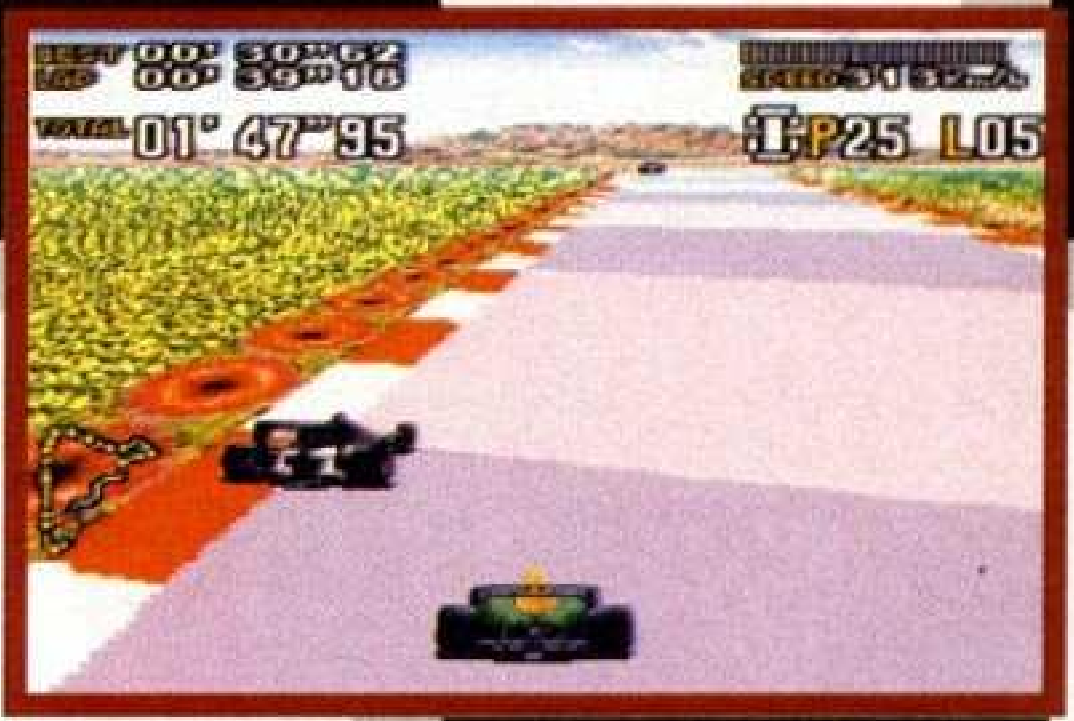
RED MOAI
$ 7300

WHITE KNIGHT
ENTRY:8000
The dark driving conditions don't make the large winding loop any more navigable.

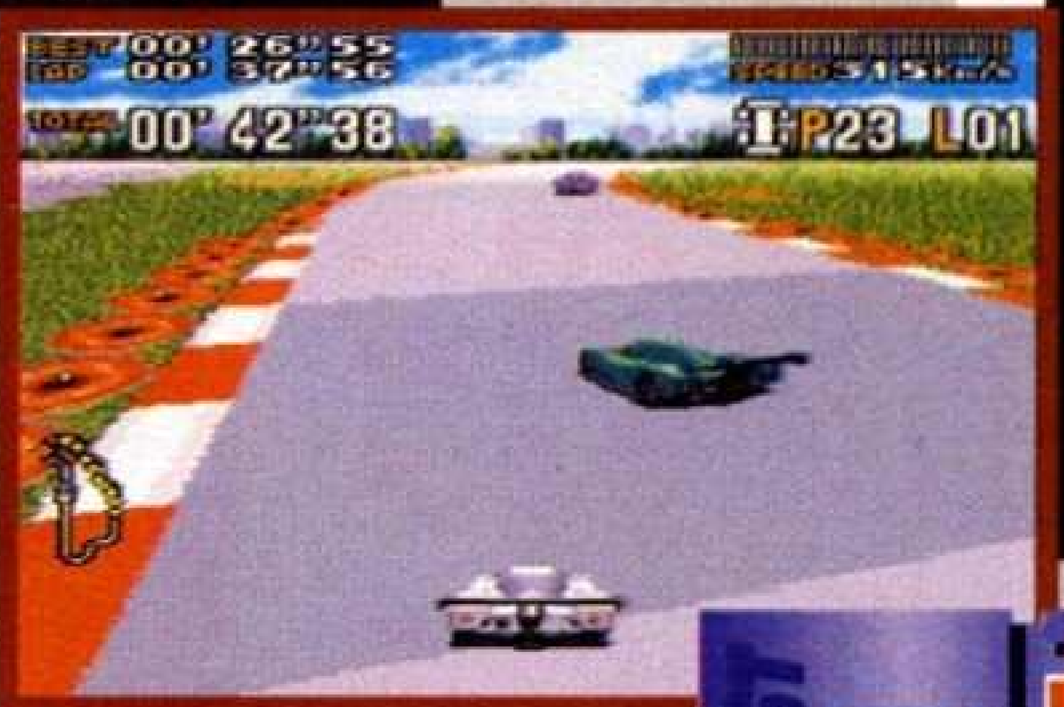

WHITE NIGHT
$ 8000


BEST 00' 42"56
LAP 00' 00"00
TOTAL 00' 18"43
P06 L06

▲ Hey, that car in front is twice the size. What a ruddy cheat - hasn't he heard of perspective?


TOTAL 01' 47"95
P25 L05

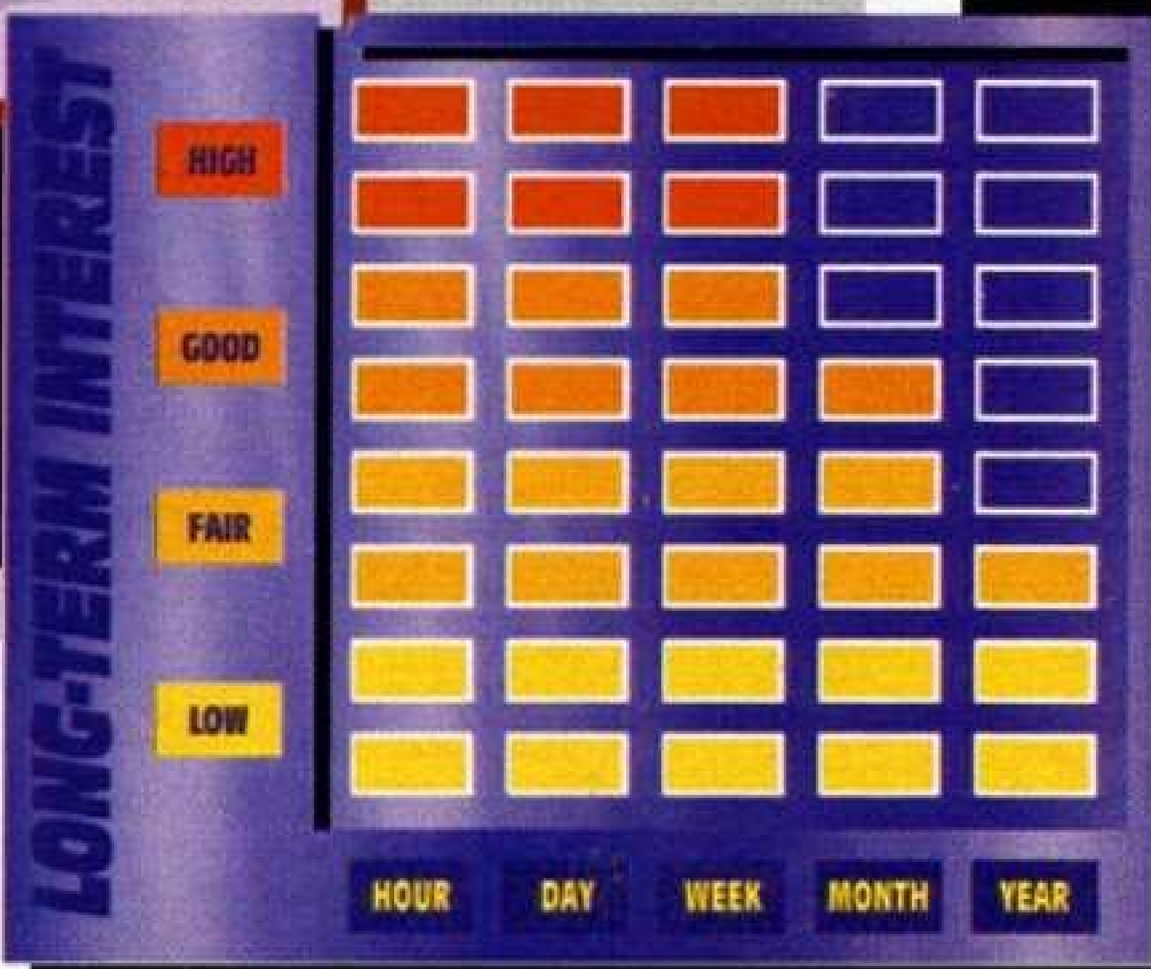
▲ The leader stops off at a Little Chef for a Jubilee ancake or two.


BEST 00' 26"55
TOTAL 00' 42"38
P23 L01

COMMENT

GUS

F-Zero was the coolest in home racing, but Exhaust Heat 2 has just burnt it up! This game just lets the speed freaks experience the fastest Mode 7 3D possible. Actually, I was a bit suspicious at first, due to the Matchbox-style simplistic nature of the game. The control is ultra simple, with no gears or guages to worry about, and the car handles like a dinky toy, turning on a sixpence. However, the playability is brilliant. The sense of speed is immense, and the courses are laid out the way to be challenging enough to allow wafer-thin improvements, without stopping the player from bombing round. The difficulty is good, with subtle improvements in your opponent's skills, ever tightening bends and the depth of later classes. The system of improving your car is really impressive. Too often such options are a distraction, but here it's an important feature. The closeness between F-Zero and Exhaust Heat may not please owners of these games who buy this, but anyone who wants the best racing on the Super NES should get this now.



REVIEW

Exhaust Heat II

THE BODY SHOP

What to do with all that hard-earned dosh? Spend it in the lab, that's what. Don't worry, there's no eye-drops and furry animals involved, this lab is dedicated to devising new ways of enhancing your vehicle in the following areas:

TYRES

Money spent here improves cornering, responsiveness and the longevity of your tyres.

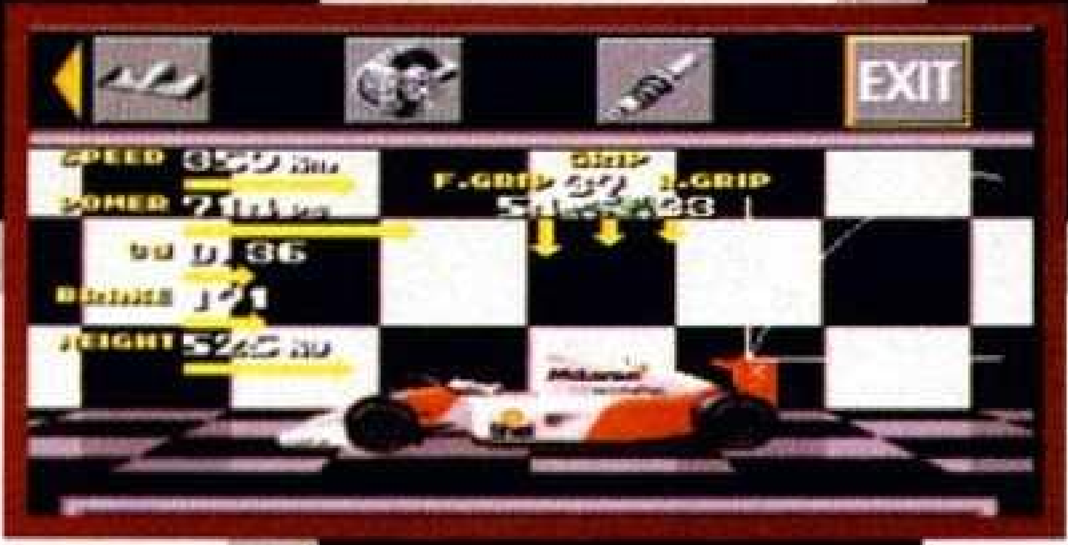
ENGINE

The most vital area of development. Invest in this for increased maximum speeds, and faster acceleration off the grid.

WINGS

Spending money on the shell reduces weight and increases the structural 'viability' (ie toughness) of your beloved machine.

On the later classes, two other areas of development are added:



ENGINE
MONEY

あたらしい部品は、開発し
ていないが
開発するかね

BRAKES

As courses become twistier, improving your braking systems assumes a higher priority.

SUSPENSION

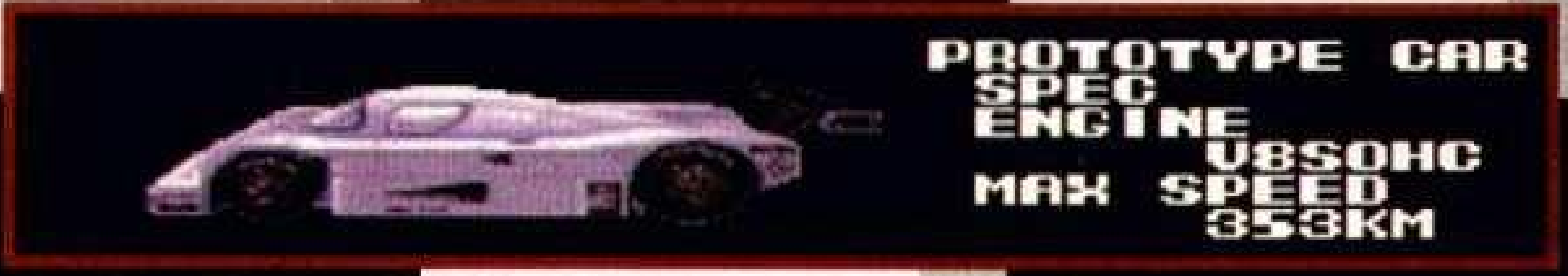
Developing this aspect helps cornering ability - very useful on twisting circuits.

Since developments require a great deal of research, you should always enter another race after investing, before coming back to install the newly-created equipment.

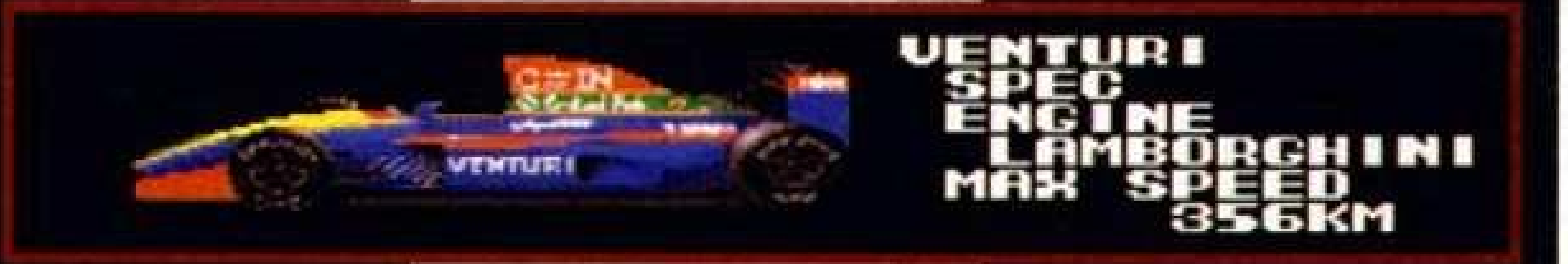
▲ Crash. Cash liek th wind, you fool...

▲ "Hello, we're two single men cruising for girls in our flash 'motor'. Sorry."

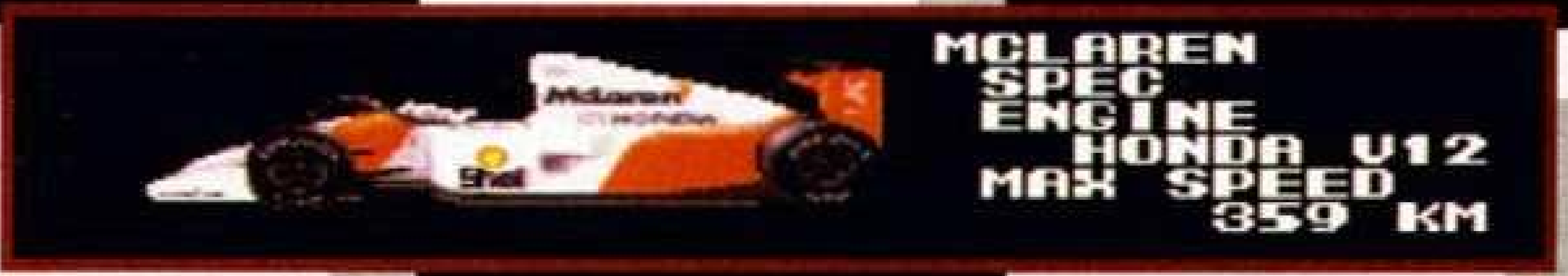
01'07"08
TOTAL TIME
MOON CITY
PRIZE $5800
MONEY $4200



PROTOTYPE CAR
SPEC
ENGINE
V8SOHC
MAX SPEED
353KM



VENTURI
SPEC
ENGINE
LAMBORGHINI
MAX SPEED
356KM



MCLAREN
SPEC
ENGINE
HONDA V12
MAX SPEED
359 KM

BEST 00' 30"62
LAP 00' 41"86
TOTAL 01' 02"48
SPEED 033 Km/h
P23 L06

How To Control Once again, that ever-useful control pad is used to steer the car. Cor, these innovations...

A	NO FUNCTION	X	NO FUNCTION
B	ACCELERATE	Y	BRAKE
L/R	NO FUNCTION	S	**START:** STARTS/PAUSES GAME **SELECT:** NO FUNCTION

How To Play Steer the car around each circuit, aiming to win each of the eight races in each class. Use your winnings to enhance your car's performance and earn the right to race in a new class.

THANKS FOR THE MEMORY

Developing a career in Exhaust Heat 2 takes quite a while, so thankfully a save position is included on the cart. It holds up to three drivers, and their exact positions for future reference.

PREPARE TO QUALIFY

Before the race starts, you are required to determine your position on the starting grid. The qualifying circuit is yours alone, and you're allowed as many laps as you desire, with only the best lap time noted. Determine the number of laps for this and the Grand Prix on the pre-race screen. Depending on your performance, a position from 1-20 is found for you.

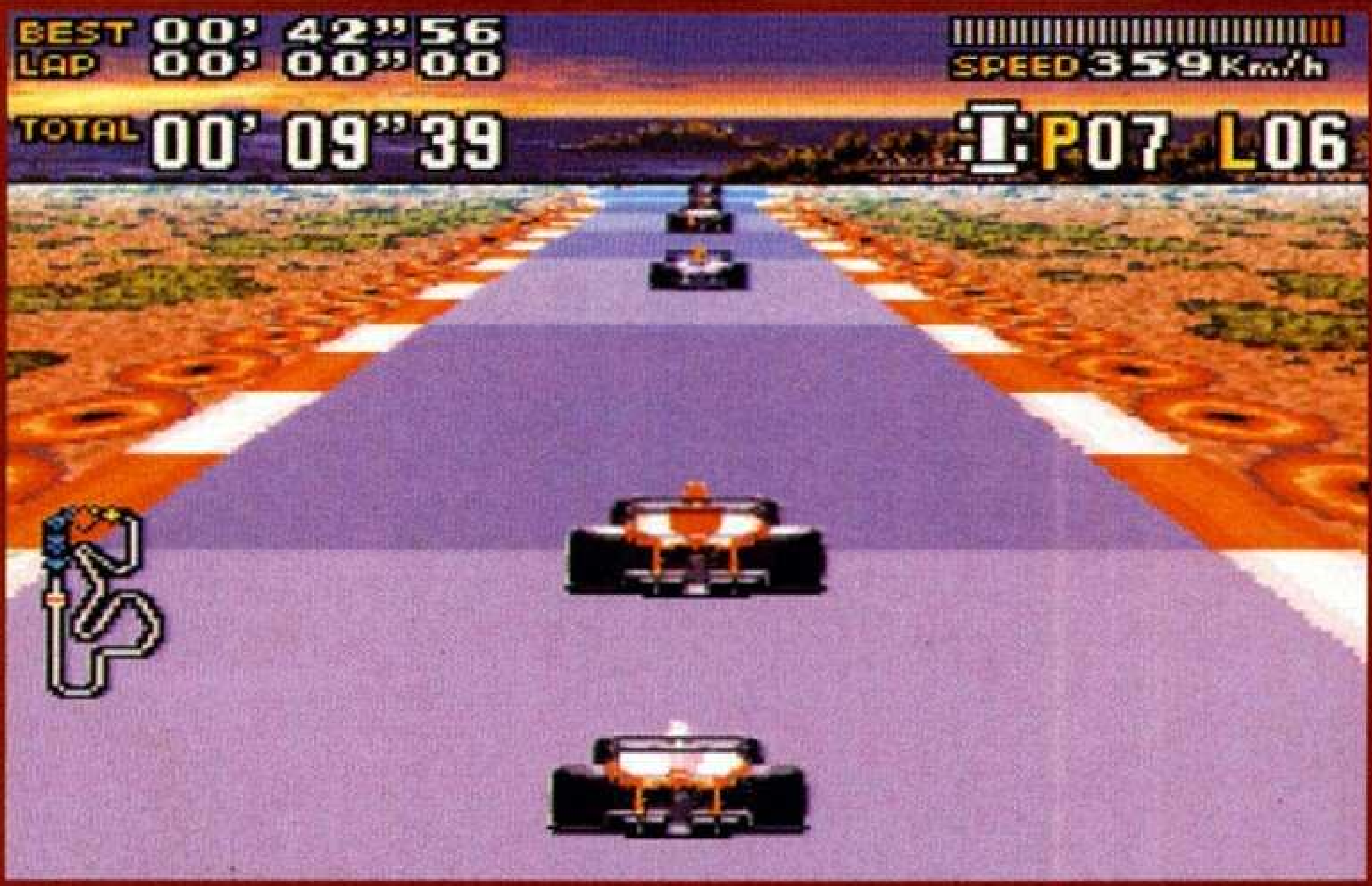
HUMAN RACING

The car is simple to control, with an automatic gear system and apparently unlimited fuel. Most of the challenge is posed by the nineteen other cars, and increasingly-demanding courses. You cannot trash your car with one impact, but on later levels continual damage results in a necessary visit to the pits. On long races, the worsening state of your tyres also makes a pits visit unavoidable.

COMMENT

TIM

We've been waiting for a lightning fast Super NES racer ever since F-Zero dropped the jaws all those ages ago, and at last here's a game which uses the potential of the machine to deliver the goods. At first it looks as though Exhaust Heat 2 owes too much to F-Zero - so much so that at first you'd almost think they were the same with just the sprites changed. Happily, that's not the case at all, and what you have is a game which builds on a succesful formula to deliver the finest Super NES racer to date. The urge to play is immediate, and long-term appeal is guaranteed because the computer racers are wicked! Initially you have trouble just winning a race, let alone racking up those lap records, but there's a massive learning curve and a real sense of achievement which you finally get across that line first. Graphics are fine - with really nice detail on the cars - and sound just about does its job, but playability is where this wins hands down. At first sight you may think EH2 is a complete rip of F-Zero, but who cares when the game is as good as this? Put your foot down and grab a copy of this as quickly as you can.

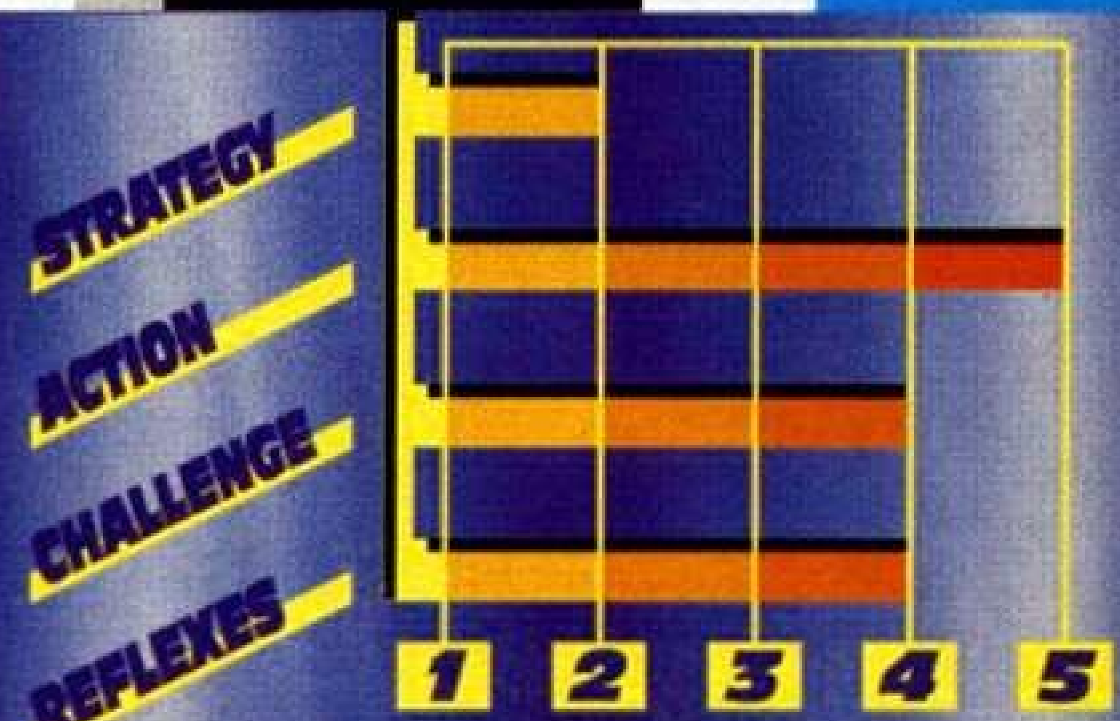


▲ Beep! Beep! Oh, get out the way. Bloomin' Sunday drivers. I bet he's over ninety with a flat cap and driving gloves on...

CHIP OFF THE BLOCK

It's impossible to show with stills, but Exhaust Heat 2 is the fastest racing car game yet on the Super NES, and this is made possible by the DSP chip. Also found in Pilotwings and Mario Kart, this allows faster processing of Mode 7 graphics data, for faster 3D effects. It doesn't actually improve the Super NES basic abilities. Basically, it does the Super NES' sums for it. By calculating the graphics data for the main processor, the chip allows it to plot the data even faster than normal. Hey, Tomorrow's World's got nothing on this!

RATINGS



▶BREAKDOWN

PRESENTATION

94

▲ Very polished presentation all round, with track selection, icon-driven improvements and lap select. The cream on top is the battery back-up.

GRAPHICS

90

▲ Extremely fast 3D, and ultra smooth with it. Interesting scenic backdrops for each race.

▼ Not a great deal of variety, and mediocre graphics on the car sprites.

SOUND

83

▲ Exhaust Heat 2 continues the current vogue for techno-ish music tracks, and these are pretty good. Fine engine FX.

▼ The clunk that accompanies a crash is a bit reserved.

PLAYABILITY

94

▲ Total and utter speed and skill! The most addictive and groovy race play you can imagine. There's always plenty of other cars to take on.

LASTABILITY

90

▲ The game is designed to be an ongoing process of racing and improving, and the later classes pose a suitably steely challenge for Team drivers.

OVERALL

92

Exhaust Heat 2 has 'what it takes' in large quantities. Time and effort has gone into providing fast and enjoyable racing. The result? The best car game for the Super NES!

SUPER NES

2 PLAYER

16 MEG

FGT GAME

TUFF E NUFF
TM
START
OPTION
TM AND © 1993 JALECO
LICENSED BY NINTENDO

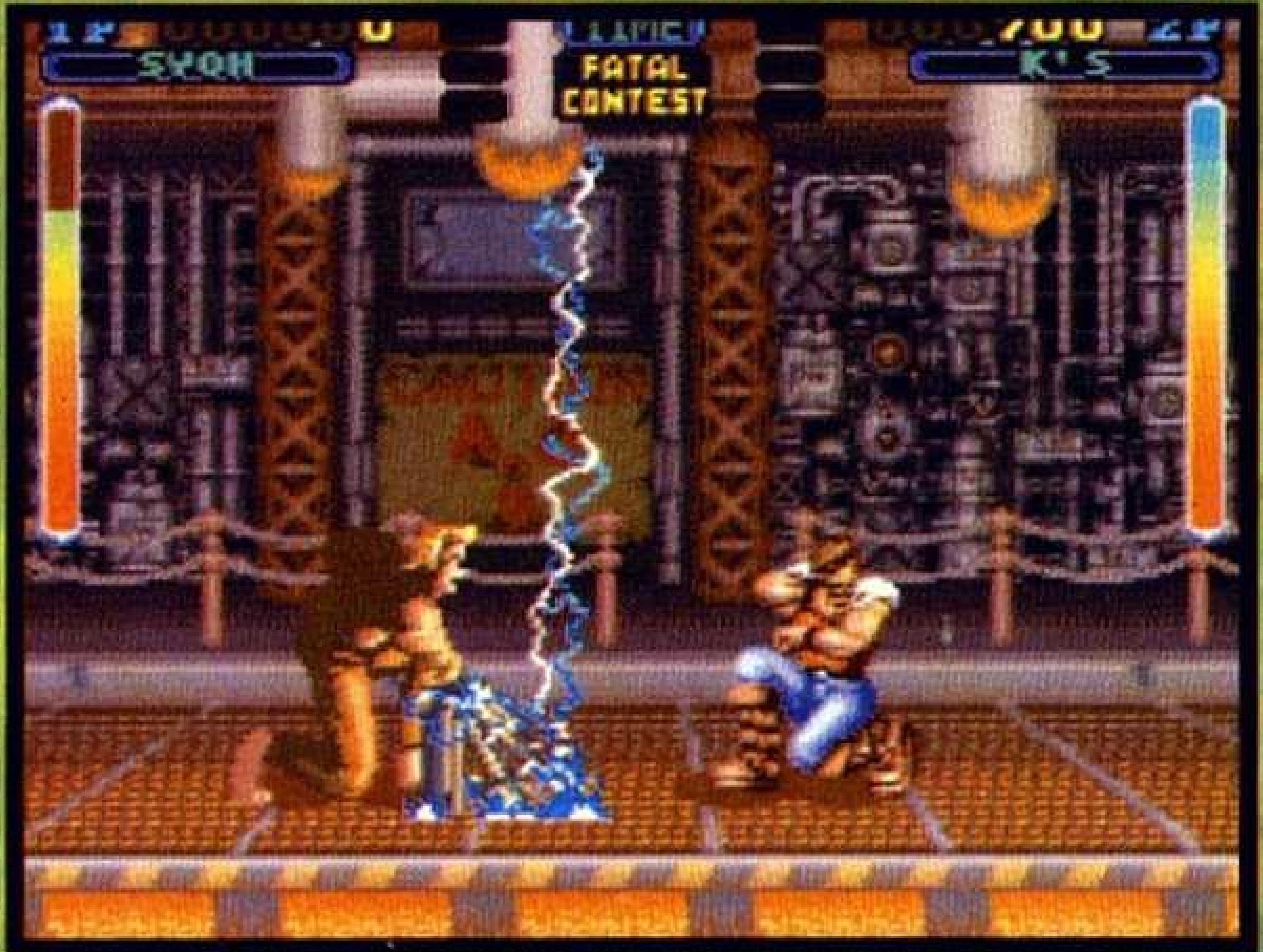
PRICE: TBA
BY: JALECO

RELEASE
JULY
CONTROL
JOYPAD
GAME DIFFICULTY
VARIABLE
CONTINUES
UNLIMITED
SKILL LEVELS
THREE
RESPONSIVENESS
VERY GOOD
1ST DAY SCORE
194200/ FINISH ON NORMAL!
ORIGIN
In the continual struggle to knock Street Fighter II from its proverbial perch, Jaleco weigh in with this monster cart...

TUFF

Considering software houses are now taking the place of famed prophets such as Michael Fish by delighting in predicting the future, they certainly don't hold much hope for us! For example, in the year 2151 there is a war and following this little disagreement there are the accepted years of desolation and starvation. But then a strange chap called Jade arrives on the scene. Calling himself 'The Fighting King' he sets out to prove that he is exactly that, dusting over anyone who brings him offerings and kicking dust into the odd seven stone weakling's mush. This wicked devil looks set to retain his self-given title for ever, though quite why anyone doesn't just leave him up there to rot is unknown.

However, Jaleco are here to provide the opportunity for the youth of today to do something about these tragic circumstances, and ensure good returns to the shattered world. Hence we are presented with four heroes who are 'Tuff E Nuff' to do him over once and for all! Not so much their nations' greatest martial artists but the world's combating virtuosos, this is the gamesplayer's opportunity to master their arts and lead them to a satisfying victory atop an imposing tower of desolation - home of 'The Fighting King'!



TUFF-E-NING UP

There are three modes of play available in the game. For two players, there is an option for a one-on-one battle with the four main characters, and single fighters also have the option to fight any of the game's characters in CPU vs mode, though Jade doesn't appear in this section. Finally, and instantly more exciting, is the 'Story Mode' where one of the four main characters is chosen to smack their way up the tower towards a long-awaited rendezvous with Jade.

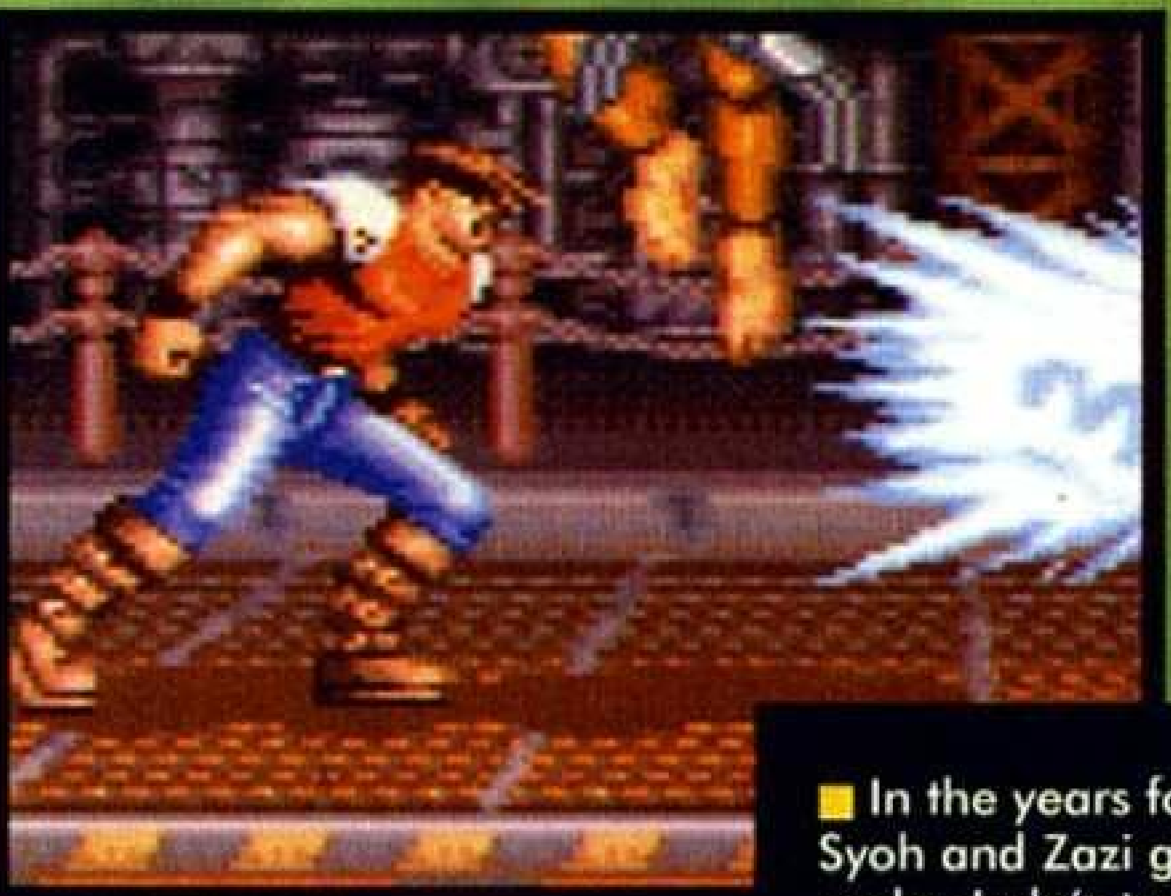
1 vs 2
VS CPU
TUFF
STORY

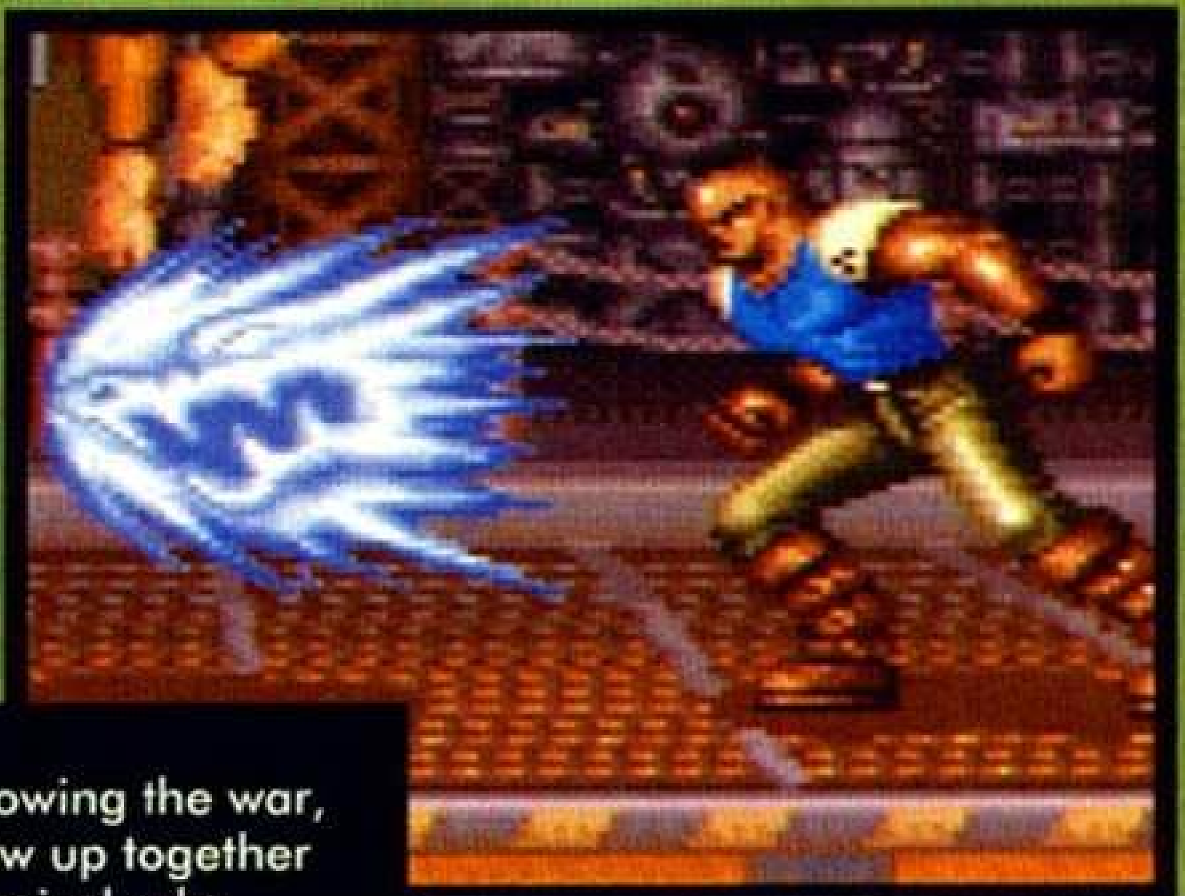
How To Control The fighters move left and right, relative to those moves on the D-pad. When a fighter is attacked, pushing the D-pad away from the opponent allows the fighter to block. Fighters jump by pressing the D-pad up and crouch by pressing the D-pad down.

A	HEAVY KICK	X	HEAVY PUNCH
B	LIGHT KICK	Y	LIGHT PUNCH
L/R	NO FUNCTION	S	**START:** STARTS/PAUSES GAME **SELECT:** NO FUNCTION

How To Play Choose one of four fighters and enter into competition against computer or human-controlled opponents. Mastery of each character's special moves is the secret to mastering the game.

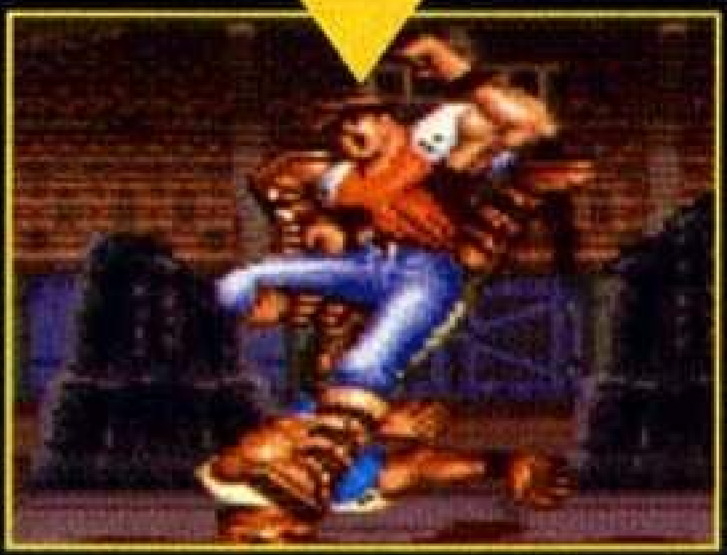
F E NUFF

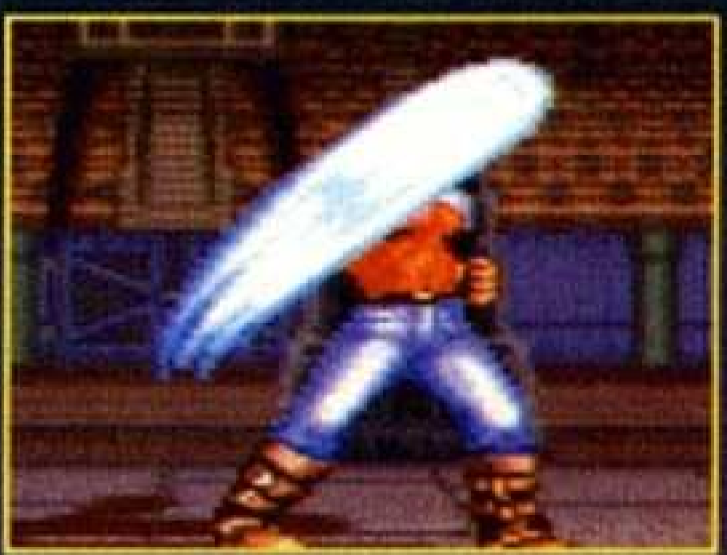


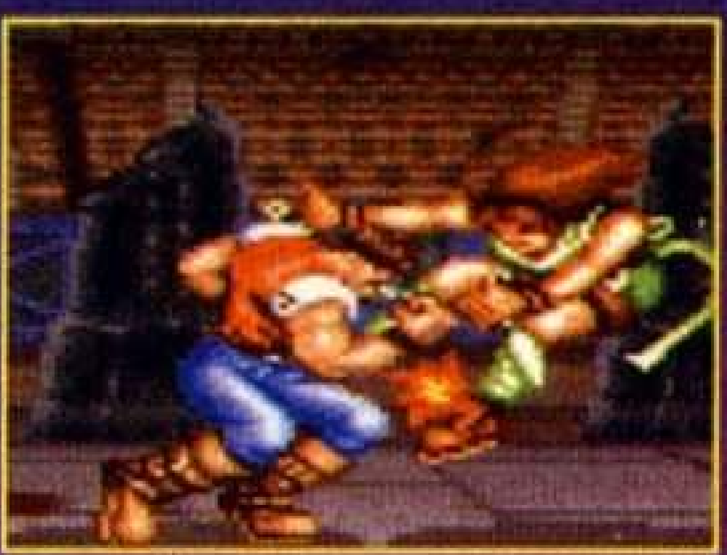


In the years following the war, Syoh and Zazi grew up together under Jade's tyrannical rule. Together they devised and mastered the art of 'Bare Fist'. Aged 22 and 21 respectively, they are like brothers despite Syoh's heritage lying in Japan and Zazi's in America. In addition, although they are bike fanatics at heart they devote many hours each day to their art and eat lots of bananas.

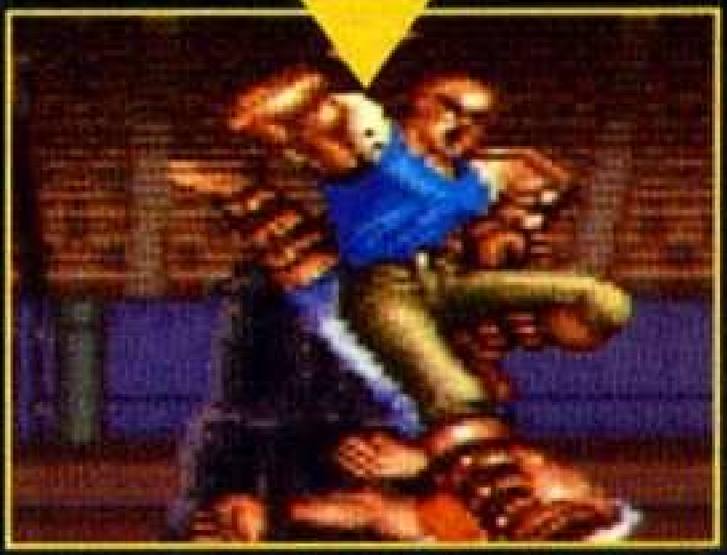
SYOH

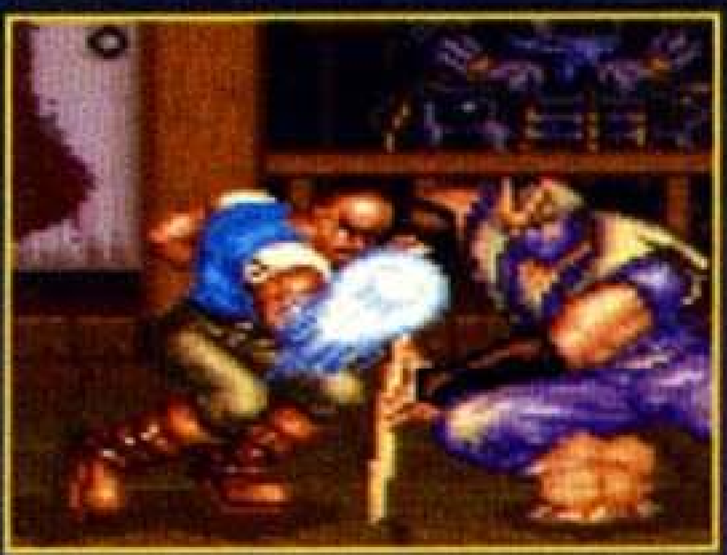


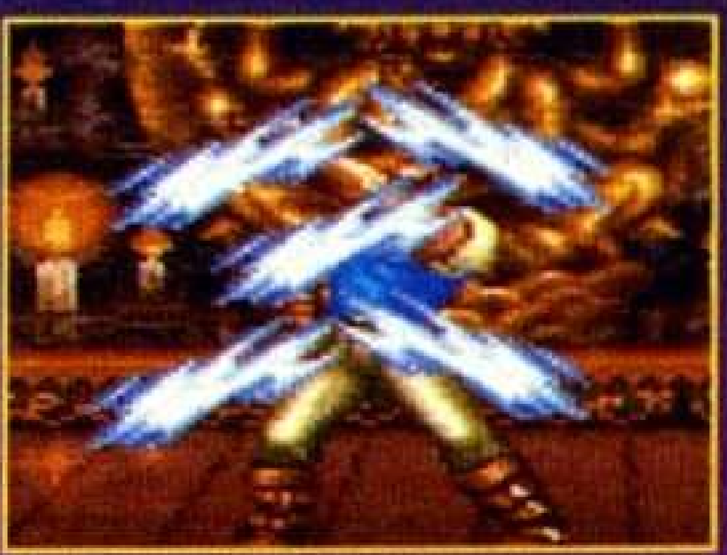




ZAZI







Deadly Dive: This most punishing of techniques is performed by an airborne Zazi or Syoh. It involves placing the hardened soul of a bike boot beneath the chin of an opponent then sending them crashing head first into the dust!

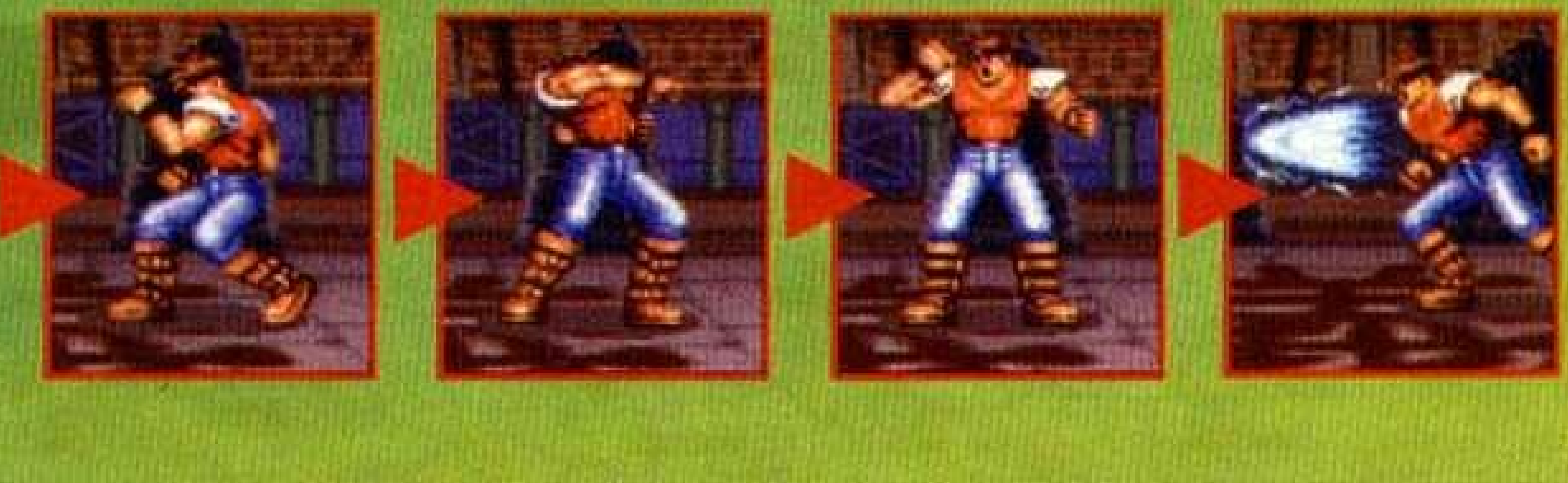
Blue Thunder Attack: The power of the dragon is unleashed whenever the blood brothers employ this technique.

Dragon Blade: Should anyone approach either Syoh or Zazi from the air then this flaming swing of an arm is a dependable counter-attack.

Flash Upper-Cut: Both fighters slide across the ground, accumulating power into their fist that culminates in a three-hit uppercut, sending the opposition reeling!

POWER PLAY

As the fighter progresses the potential of his/her special attacks increase. Just look at Zazi and Syoh's fireball attack for an example of this!

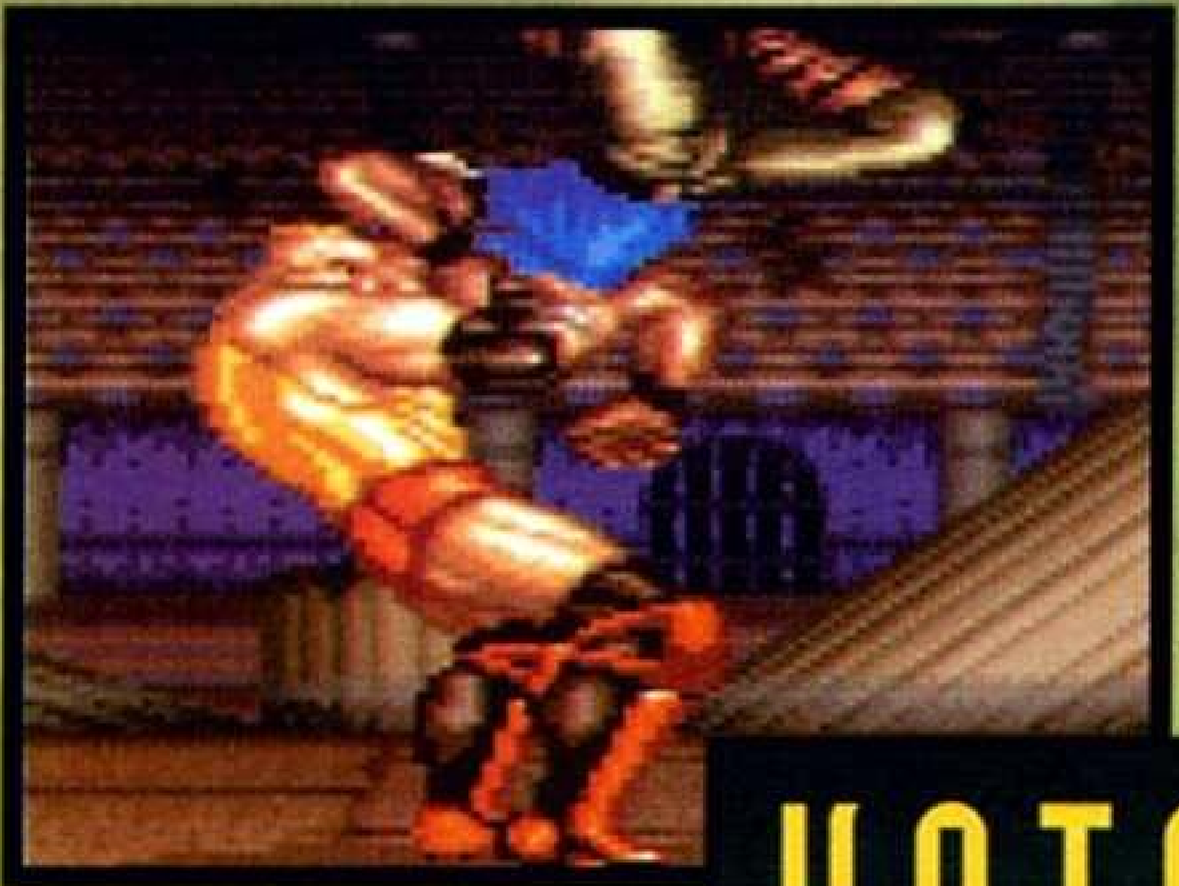


COMMENT

PAUL

The fact that we find ourselves comparing this game with Street Fighter II is a credit in itself. We've all seen the sad imitations come and go but this Tuff stands as a truly excellent piece of programming on Jaleco's behalf. The presentation is near perfect and the graphics are definitely amongst the best seen on the Super NES. Other than the warping effect of the floor areas there's nothing especially flashy about the visuals, but they are consistently of the highest standard nevertheless. Rising above the quality soundtracks, many examples of sampled speech and effects are in evidence and as the game plays so well it amounts to one amazingly outstanding cart! At first it doesn't seem that the moves compliment each other as well as they do in Capcom's pride and joy, however the possibility of calculated counter-attacks and effective combos gradually become apparent. This makes for many hours of stylish gameplay for one player, even though there is only a choice of four main characters. However, having come close to completing the 'Story Mode' in HARD difficulty setting after just two days the question of the game's longevity is put on the hot spot. I have no doubts at all about the prospective hours of excitement for two players, but solo fighters end up feeling short changed after so little challenge. Of course beating the game isn't quite the same as becoming 'the master', but I doubt that most people are such perfectionists! In short this is a superb cart but too short-lived for one player alone.

VORTZ



With great strength on his side Vortz is far from being the gentle giant! A monster is closer to the truth for this dutch destroyer.

Muscle Burster: Vortz's arms are enormously strong and long. A Muscle Burster is the most complicated of all characters' techniques but is worth the effort to witness Vortz smash his enemy across his back!

Lightning Tackle: Nobody can withstand the tremendous weight that is Vortz's hulk, especially when it's hurled towards them at speed!

Climb Axe: It may seem improbable that Vortz could even lift either of his huge legs above a foot from the ground. Imagine the terror of his lesser opponents as he lunges toward any of their aerial attacks with one of his own. 'Climbing Axe' says it all!

▲ Oogarrah! Punch up the sporran matey!

KOTONO

Aged 19 and the second competitor to hail from Japan, Kotono's advantage is her lightning speed.

Kunai Shot: Kotono launches two speeding shuriken at her aggressor!

Dash Slash: Distracted opponents find themselves torn by Japan's finest's and her sudden Wasagashi attack.

Spiral Intercept: As Kotono is so slight, and her power so great she is able to propel herself into the air at the blink of an eye. With pointed feet and arms crossed tightly against her chest, Kotono twists into the heart of any airborne attack.

▲ Eat killer dandruff scum-sucking sons of...! Kotono demonstrates her twirling blades of doom.

COMMENT

RAD

Any one-on-one fight game on the Super NES has a lot to live up to if it is going to beat Streetfighter - and whilst Tuff E Nuff doesn't quite make the grade, it's still pretty good. The graphics are fine, the sprites are fairly detailed and well-animated, if a little small, and the backgrounds are excellent. Where the game really makes its mark, though, is through the sheer number of moves available. There's always a counter move for whatever attack your opponent comes up with, which is a major flaw with other games of this type. However, Tuff E Nuff does have its problems. For one thing, there's only a choice of four characters. For another, there's the problem of the action pausing every time a hit is made, which interrupts the otherwise fast-paced action, and makes combination attacks completely impossible. Lastly, it's far too easy in one player mode. With two players around it makes a nice diversion from Streetfighter, but as a single player game it's not really quite Ribena cocker, mate, guv'nor, chief.

BEANS

Beans is getting on a bit for a Cyberpunk. 25 is no age to go parading around in such a style as he does! This guardian of the tower's gate's'chosen combat skills are those of the 'American Sack', the very thought of which would make anyone's eyes water!

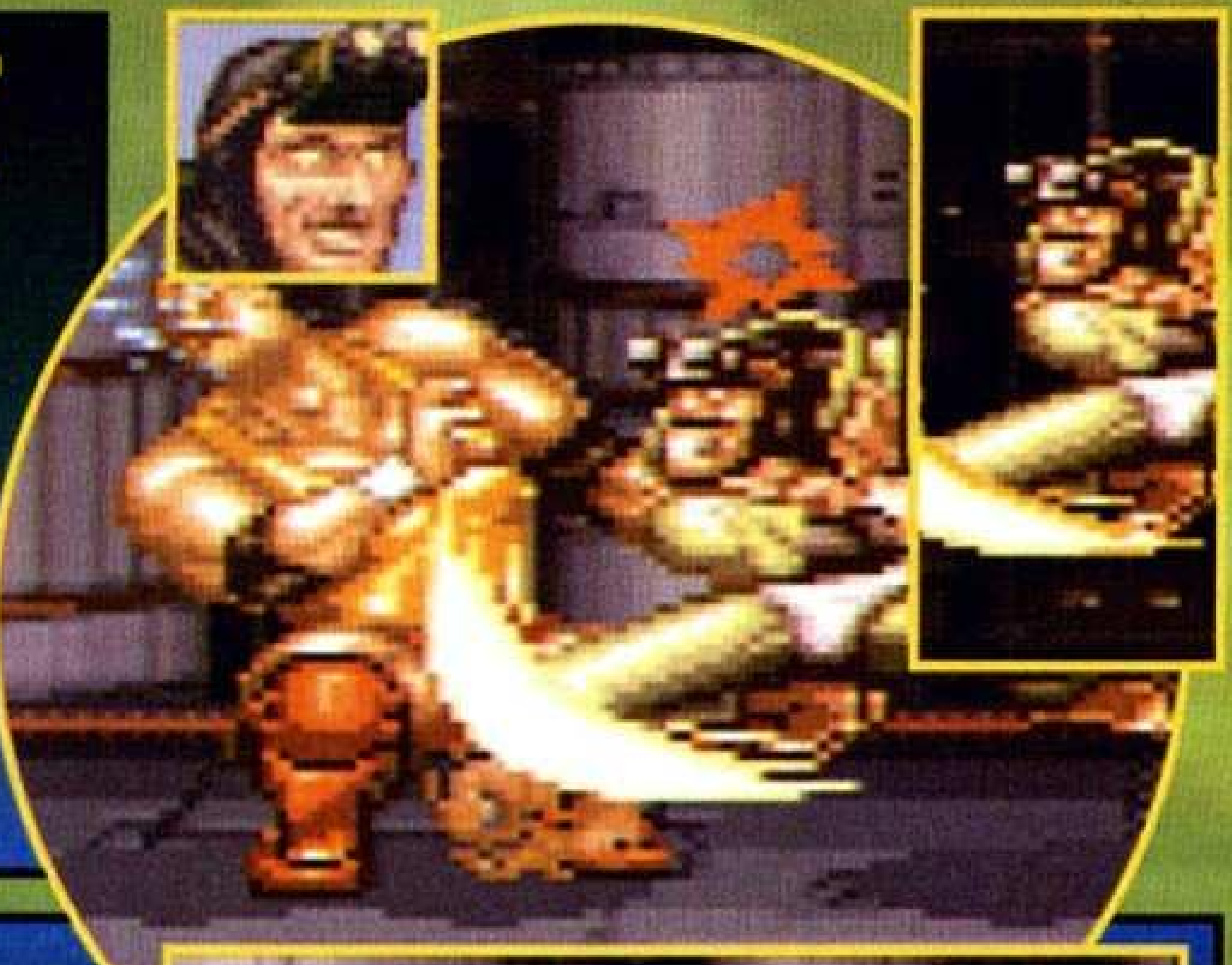
Whatever form of nourishment Beans survives on it does wonders for his stamina, helping him sustain a flurry of speed punches to the accompaniment of crazy laughter!

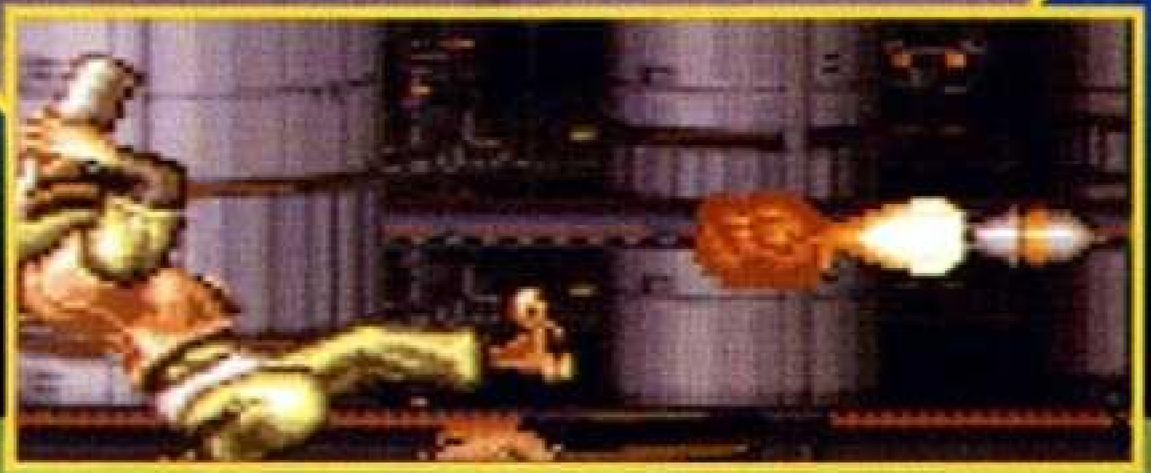
Somersault Kick: Beans wears so much nylon that the slightest friction causes static to go wild about him, the force of which he directs through his platformed boots.

Head Slam: He's ugly, anyone can see that! Beans hates to stare into anyone's face for too long and so slams anybody's features into the dirt should they dare to stand too close!

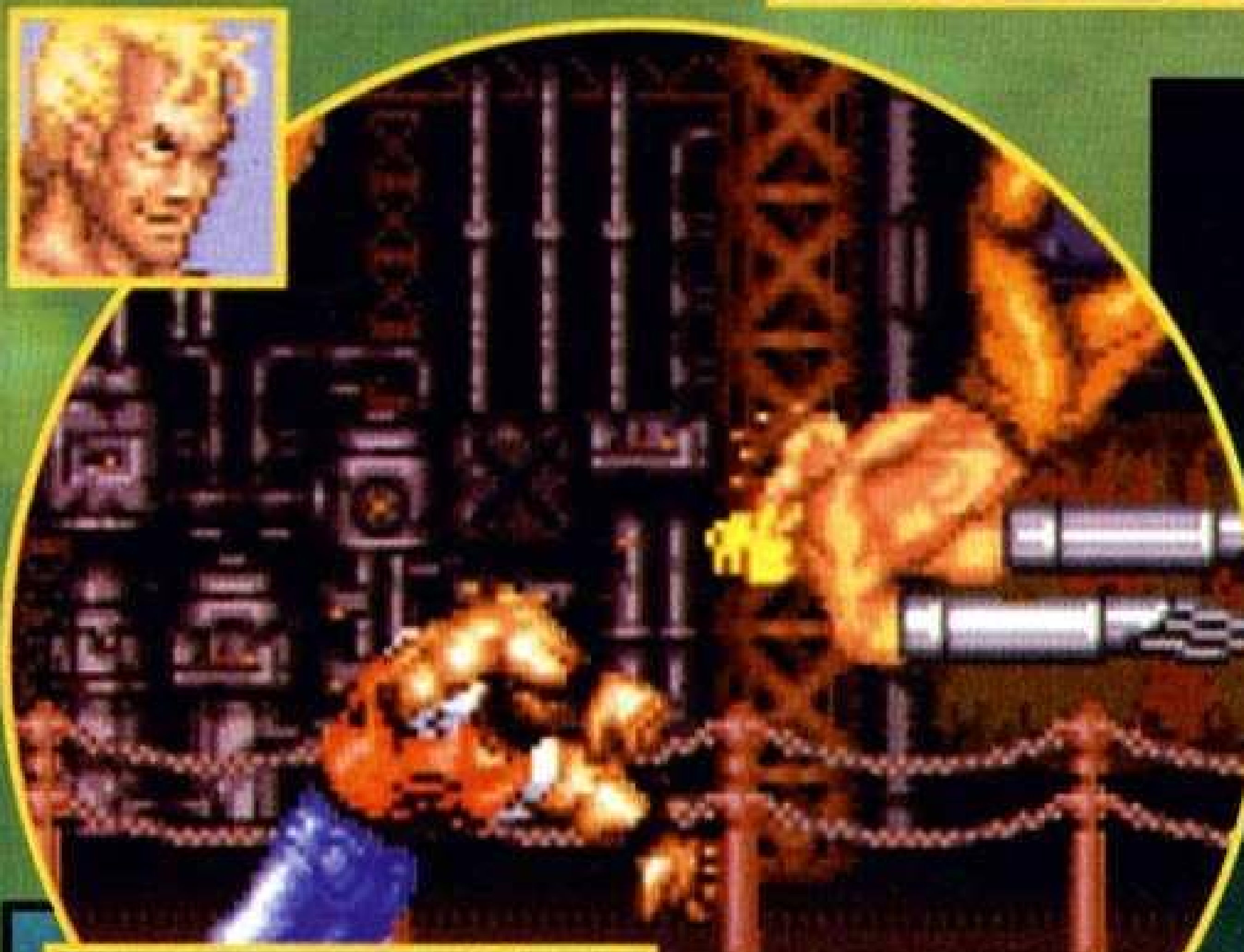
DOLF

At the age of 34, this aging Libyan sits astride huge missiles for his pleasure and is very irksome should anyone happen along and disturb him from his perch. Toting a rocket launcher under one arm and a Bowie knife in the other these techniques are what our four fighting heroes can expect.



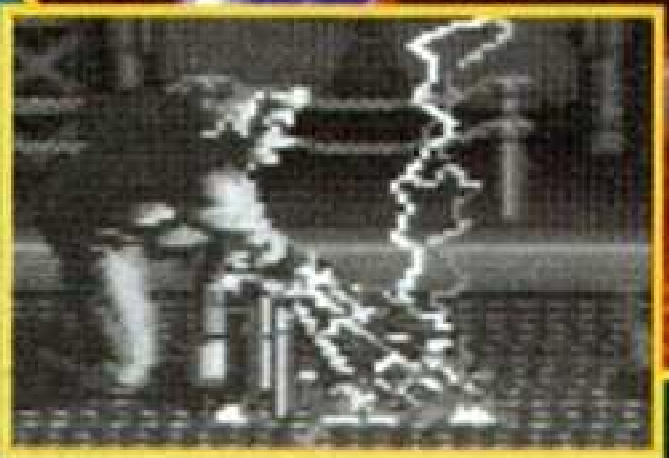


Missile Attack: Besides slapping his opponents about the head with his enormous weapon, the rocket launcher's missiles are indiscriminate about whose face it is they explode in.

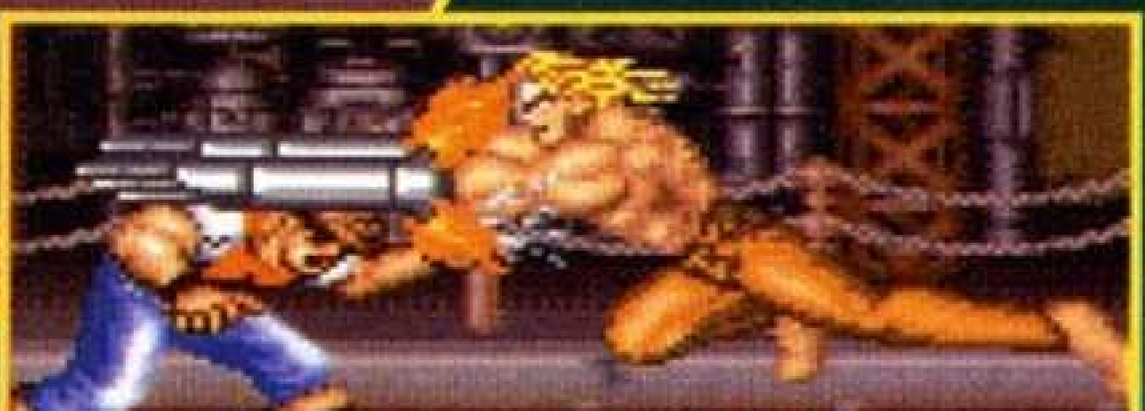


K S

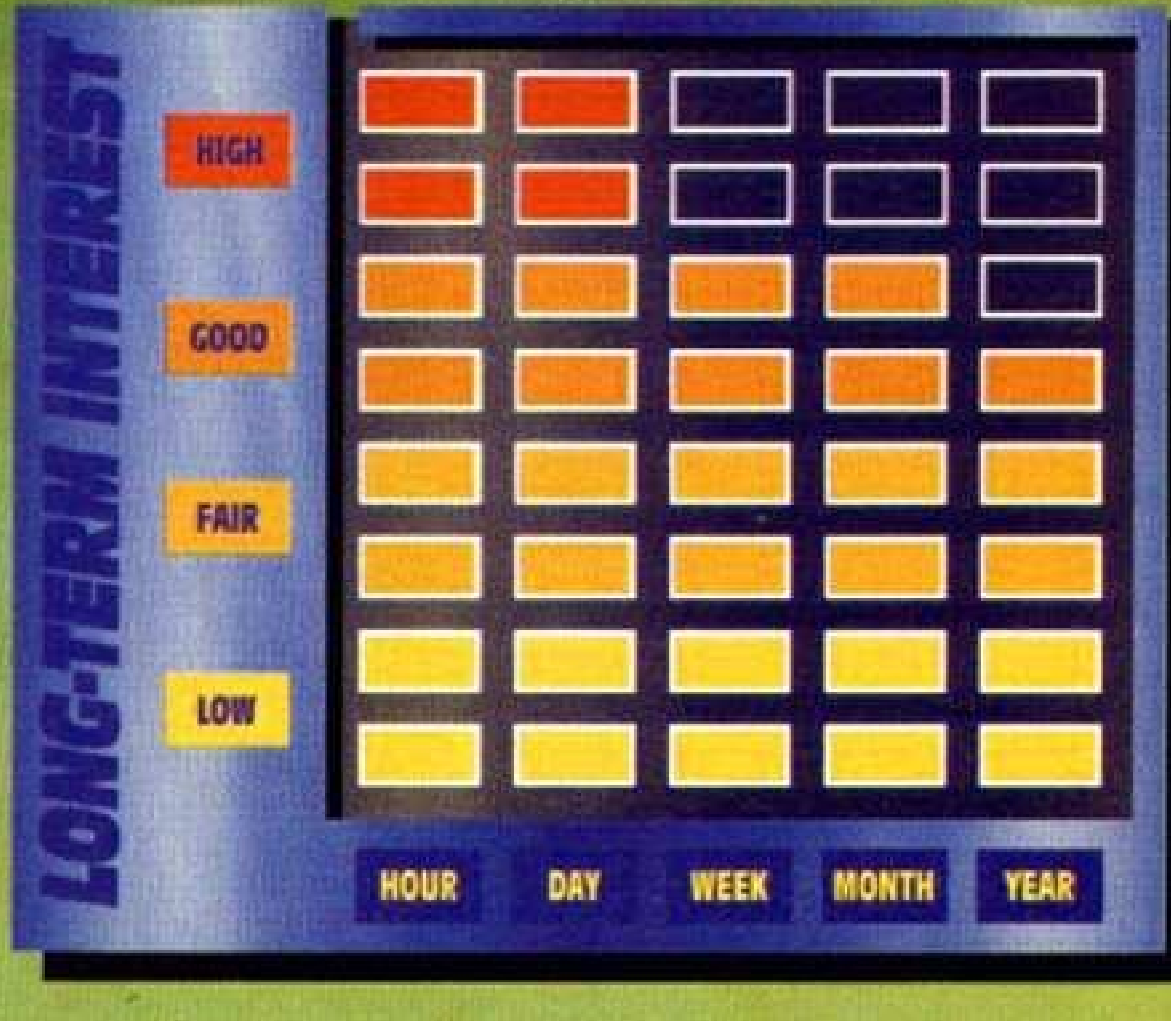
Spending his entire life with drain pipes for arms and wire for fingers, K'S is a very miserable character indeed. By experimenting with his unfortunate disposition this mutant harnesses the factory's electricity for his own, macabre purposes.



Electric Shock: The factory floor is constructed from metallic mesh. K'S kneels and deals an electric shock to whoever's taking charge.



Lightning Strike: K'S leaps forward and skewers his victims on the end of his arms. Nasty.



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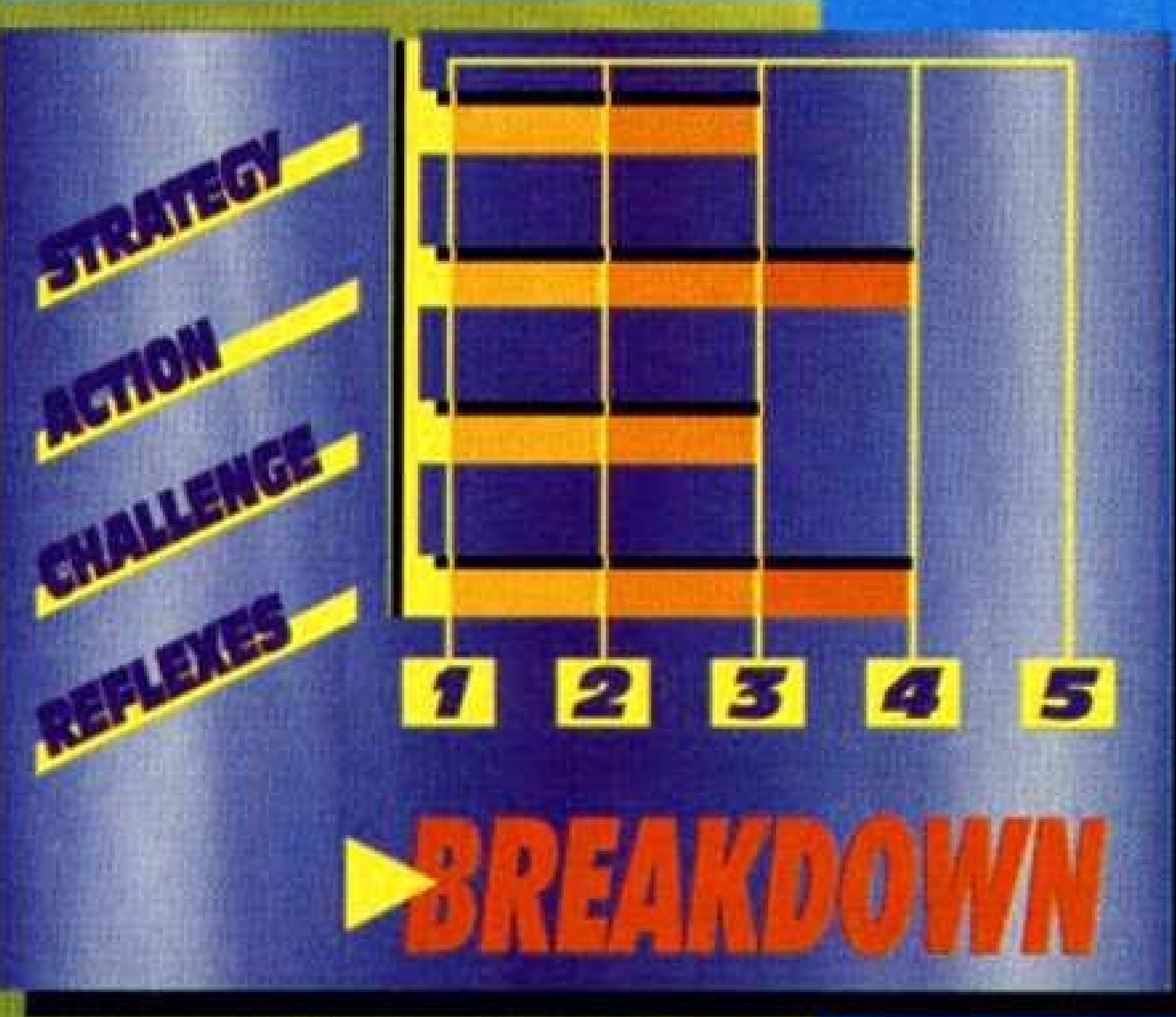


PRESENTATION

93

▲ From the moment the Super NES is switched into action this cart delivers superb intro and intermission screens. The flow of the game is helped along beautifully by common sense game and character selection.

GRAPHICS

92

▲ No nonsense, excellent animation and atmospheric backdrops a plenty. Very stylish!

▼ The main sprites aren't really large enough.

SOUND

89

▲ Sharp, top quality spot effects and clear, dramatic use of sampled speech. The music is good...

▼ ...if a little too similar at times.

PLAYABILITY

91

▲ Brilliant! Some of the counter-attacks and combination moves are pretty impressive and it's an excellent laugh for one or two players! There's this bit right......blah, blah, blah! Enthuse, enthuse.

LASTABILITY

84

▲ Two players can go at this for months to come.

▼ There are four characters to chose whose specialities are soon learned. In our experience single players have this licked within days.

OVERALL

The only serious contender for Street Fighter II's title belt on the Super NES at present. It's only fault is that the excitement is too short lived for solo gamesplayers.

89

SUPER NES

1
PLAYER

8
MEG

PLT
GAME

Super James Pond
LICENSED BY NINTENDO
ocean
© MILLENNIUM/VECTORDEAN 1993

PRICE:£39.95
BY:OCEAN

RELEASE
JULY
CONTROL
JOYPAD
GAME DIFFICULTY
AVERAGE
CONTINUES
A FEW
SKILL LEVELS
ONE
RESPONSIVENESS
JUST ADEQUATE
1ST DAY SCORE
FINISHED GAME.

ORIGIN

After making his computer game debut in Millenium's James Pond arcade/adventure, the eponymous gilled secret agent returned in a more platform-based sequel under the bionically-enhanced guise of Robocod. Now, after two years, James has finally struggled on to the Super NES, reverting to the original's title in doing so.

SUPER JAME

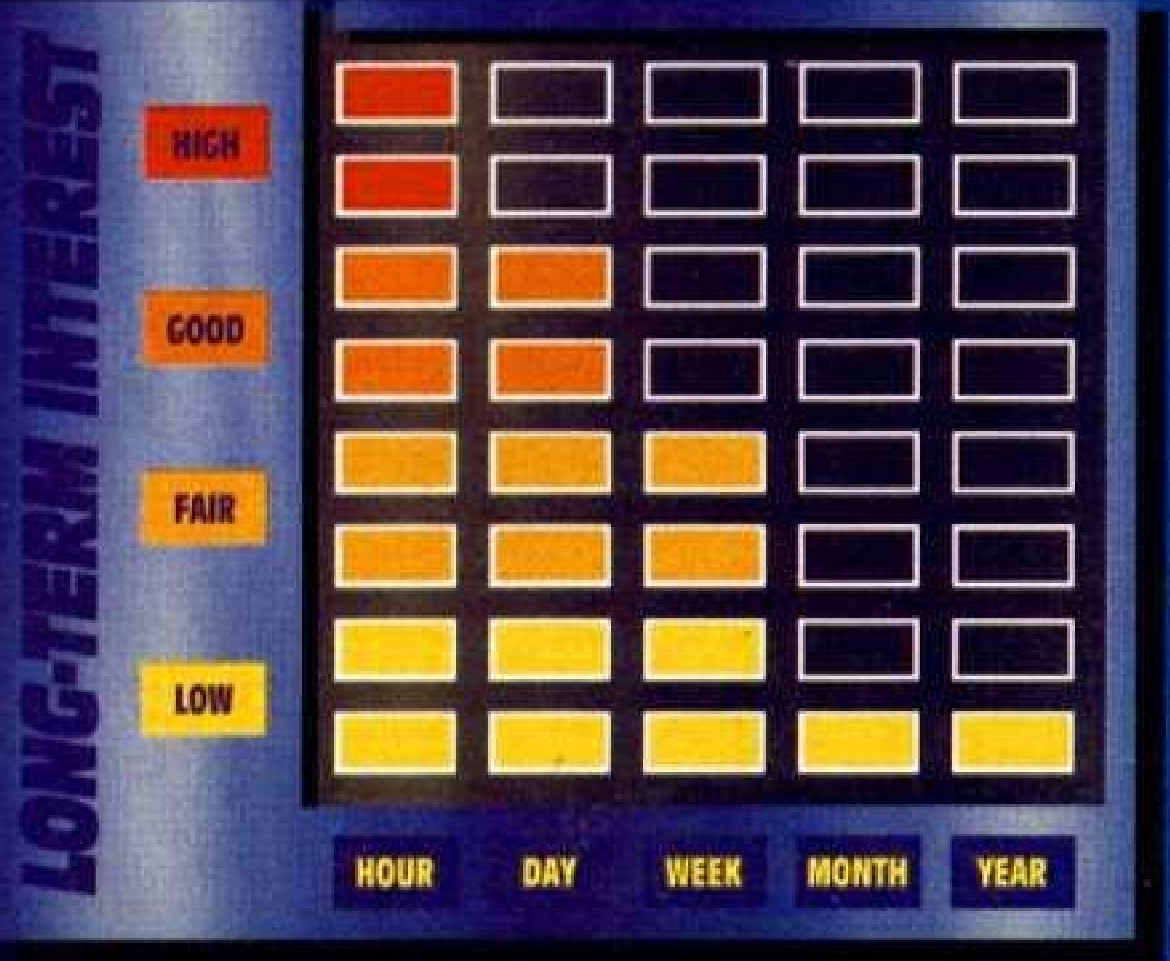
With the exception of Marina in Gerry Anderson's Stingray, there haven't been that many piscine heroes. Mind you, Marina never really had a chance. In addition to having absolutely no vocal chords whatsoever, working with Troy Tempest severely traumatised her. It has been written in one of the world's finest tomes (The Mary Whitehouse Encyclopedia, no less) that Marina's burgeoning career faltered after filming the end sequences for the show. If you've watch the show on BBC2, you'll know that as the credits pass by to a warbling dirge called 'Aqua Marina', Troy Tempest is busy wining and dining the stunning puppet. What you don't see is that, ever the gentleman, Troy had taken the liberty of ordering for Marina. Imagine the shock on the darling marionette's face when Haddock was served up before her...

Which, in a very roundabout sort of way, brings us to James Pond. A member of the mysterious 'F.I.5.H' secret agency, this bionic fish is ideally suited for herodom. Armed with an extendable midriff and a steel-plated jacksy, James is more suited to dealing with platform-related crimes than landlubbers like 007 or Simon Templer (ask yer mum). Thus, when the eternally evil Doctor Maybe snuck into Santa's grotto and duffed up the bearded benefactor, it was down to James to free Santa and put aquatic agents on the superhero map once and for all.

▲ Robocod narrowly misses a tap on the head.

▲ Those magnificent cods in their flying machines....'

▲ Oh no! It's that reoccurring nightmare about being a roof-rack again!



S POND

OF-FISH-AL TRANSPORT

In his exploration of Santa's grotty grotto, Pond stumbles across all manner of useful modes of transport. These are always hidden away within special blocks which, when headbutted, drop their contents ready for James' usage. Here's a guide to Super James Pond's public transport:

WINGS: No, not the Paul McCartney beat combo or whatever they were supposed to be, but the feathered variety which turn James into a flying fish whenever the B button is pressed.

UMBRELLA: Drawing its inspiration from tedious 'Singalongtoons' (you know the sort, the one with the sickeningly cute singing mouse who loses his glasses, and falls prey to a bad fox, but gets away to sing another song, etc), James uses these to break particularly long falls in true parachute style.

CAR: Oh, come on, it's a car. You know what a car is, surely...

PLANE: By collecting this, James turns rough-edged tables and chairs into reusable pieces of exquisite furniture. Then again, perhaps he just flies around in it to reach those high up exits.

BATHTUB: Donning a frilly showercap for protection, James finds that the bathtub behaves almost identically to the plane and car.

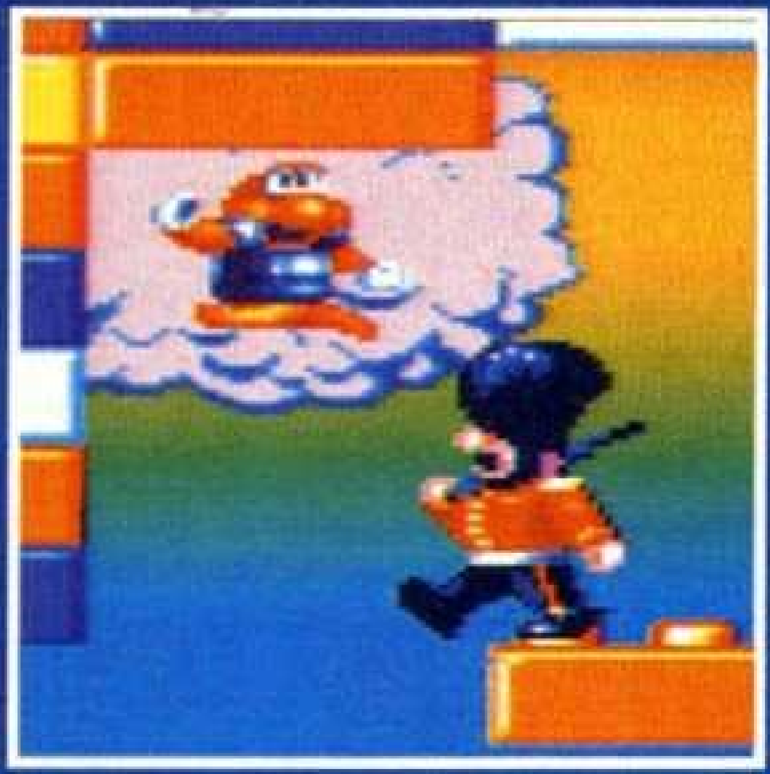
CANNONS: Jumping into these overgrown pop-guns sends James soaring to the previously inaccessible corners of the level.

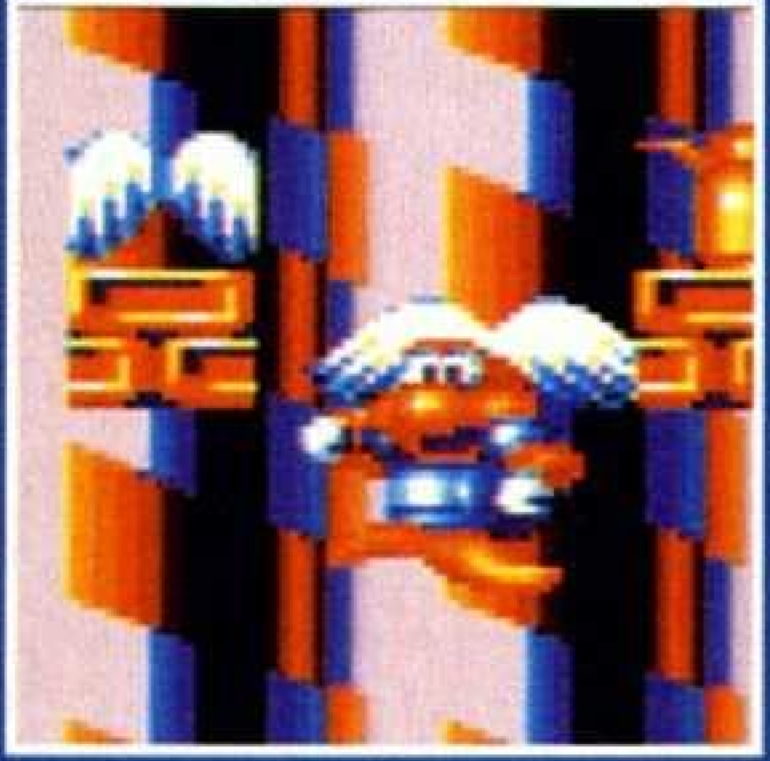
COMMENT

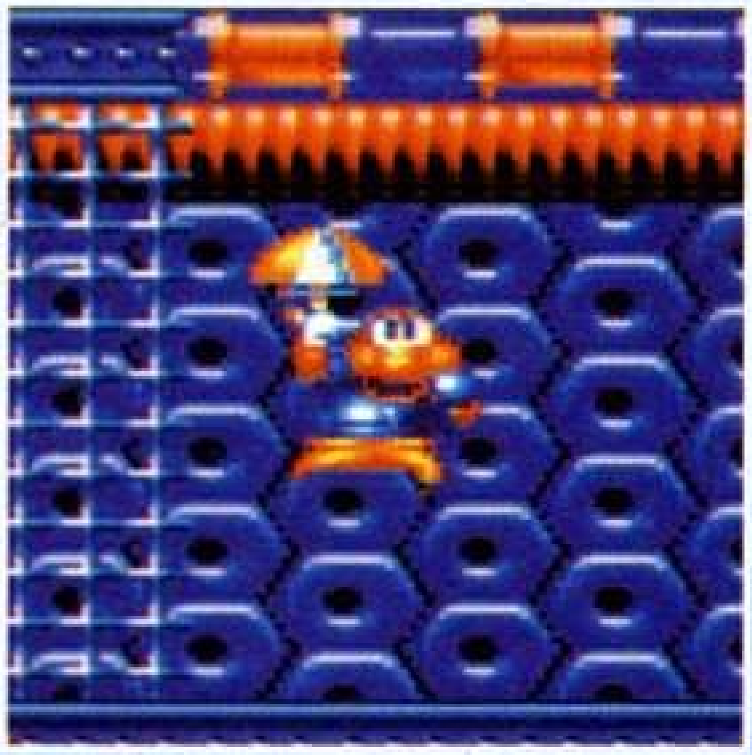
STEVE

All the signs were there for Ocean heading for a real winner with Super James Pond. It's got loads of attractive sprites and backdrops, plenty of action, and variety within its nine factories. So what went wrong? Well, for a start, in a platform game like this the sprite detection should be spot on. Sadly, whenever it seems that James is going to escape death at the clutches of a nearby meanie, all of a sudden he flies off the screen in an unexpected death routine - most annoying. Similarly irritating is the occasional and completely unnecessary slow down in the action - it doesn't always happen when there's a lot on-screen, sometimes the screen positively crawls along and there's nothing on it! It's a real pity that these two factors let Super James Pond down as everything else about the game is fine. The basic platform gameplay comprises elements of Sonic, Mario and countless others of the genre, and the basic action also has variety in the addition of the bosses and special sub-sections - including a rather neat level set on a fast-moving train. Unfortunately though, the two bad points weigh very heavily against Pond's chances of success on the Super NES - and with slowdown like that he has no pla(i)ce on my machine.

LEVELLING OUT







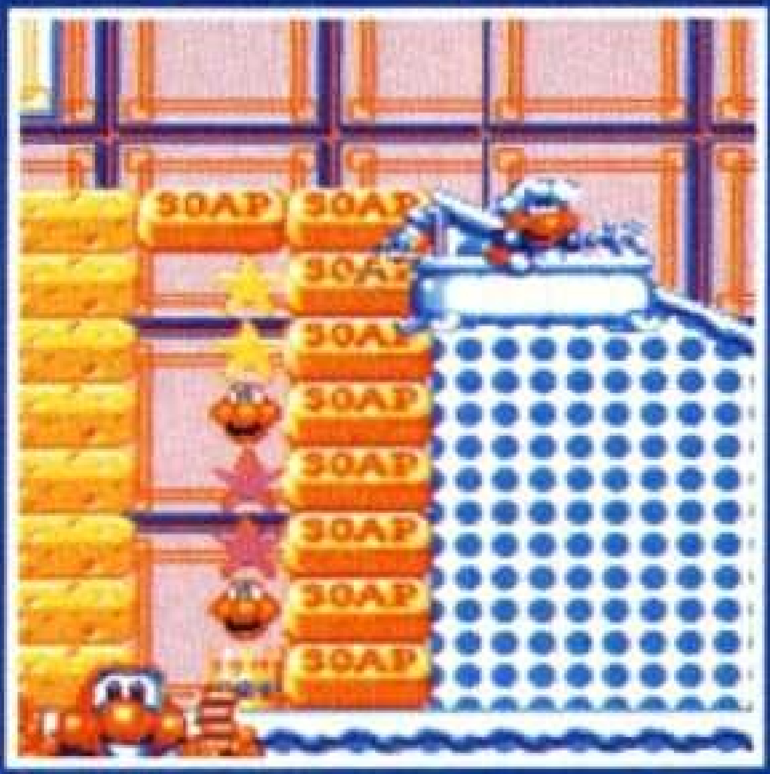
The factory is split into nine different sub-sections. As befits such a toy-generating building, each of the sections is dedicated to the production of a special sort of toy, and the nasties contained within also reflect this theme.

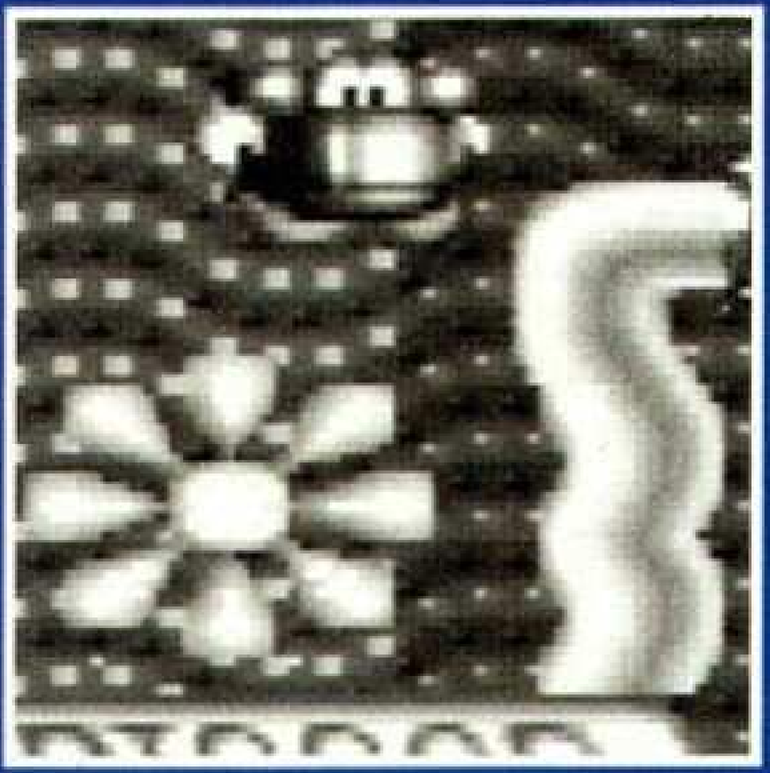
SPORT SHOP: Weights, ping pong bats and golf clubs are just a few of the exercise-related backdrops and platforms James finds in here. However, careful examinationalso reveals a plane and wings.

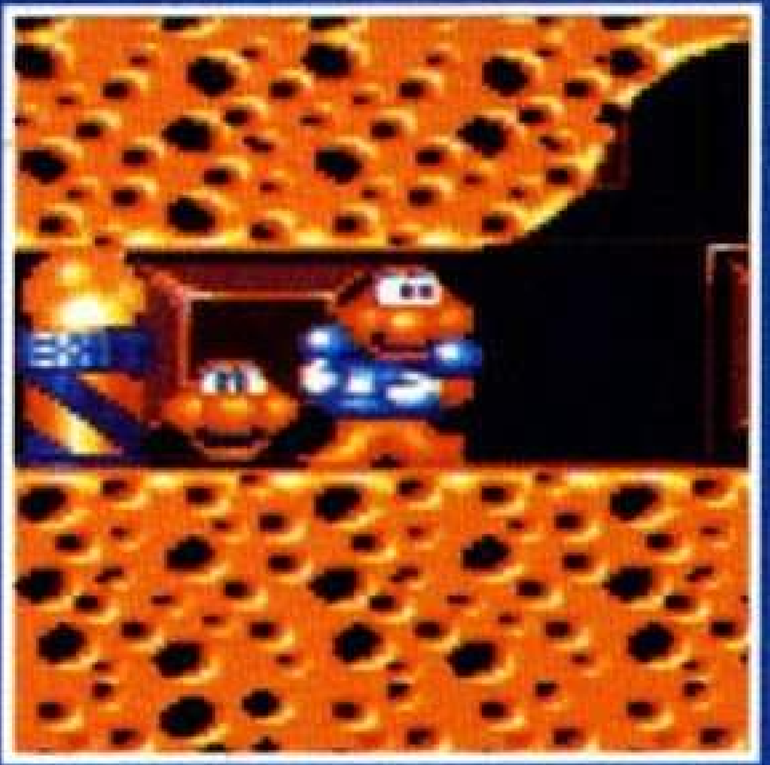
CUDDLY TOYS: Set against a garish backdrop of cuddly hippos and bears, James eventually faces off against one of Maybe's 'boss' toys.

SWEETIES: A depot containing secret bonus areas and inhabited by the infamous 'Cherry Pie Soldiers', this land of toffees and tooth-rotting confectionary is 'choc'-full o' baddies. Actually, if James rode a bike made out of several popular packets of sweets, would it be a choccy Minstrel Cycle?

MECHANICAL: Cogs ahoy! James gets a screw loose as he explores this strange mish-mash of new technology and old. Runaway trains play a large part in this stage and, unlike the real thing, they never run late.







SOAPY: Lather you than me! A constantly-moving section within this area makes for a rather treacherous level, but there's plenty of bath-related japery to be had in here.

BOARDGAMES: As James puts his bum-bouncing abilities to good use against marauding chess pieces and dominoes, cachés of stricken toys are just ripe for collection and bonuses galore.

CASTLES: Deadly flowers plague the turreted walls of this odd building - bringing new meaning to Snapdragons and Redhot Pokers...

MUSIC: Sheet music forms the basis for this stage, with James scurrying along the said sheets and avoiding maruading nasties to all manner of ditties.

CIRCUS: Doctor Maybe's lair, and containing all the deadliest bits of the first eight missions. This level sees our piscine hero bouncing around a circus campsite, avoiding evil floating elephant-type things that spit bullets at our beleaguered lad. The cannons that liitter the area pump James higher into some of the screens . The is the largest level in the entire game awaits...

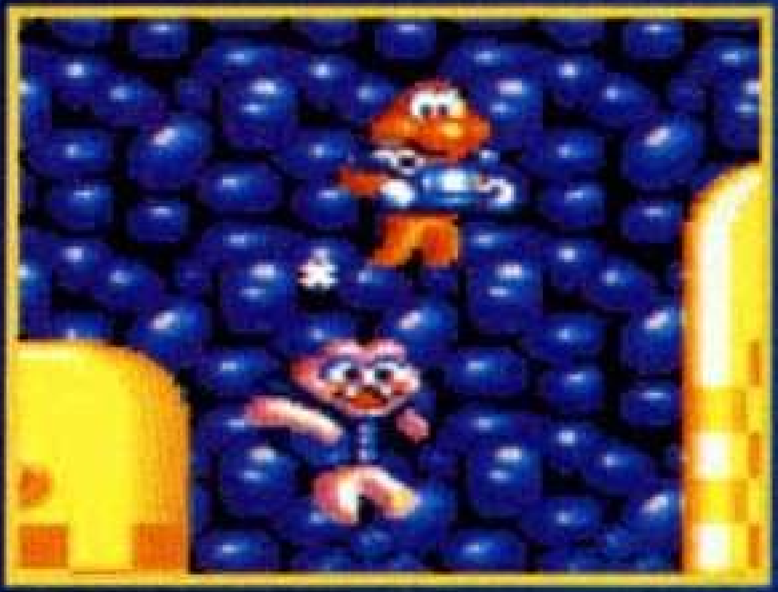
How To Control

The pad is used to guide both Pond and his many forms of transport across the scrolling play area. But then I expect you had already guessed that...

A	NO FUNCTION	X	NO FUNCTION
B	JUMP	Y	EXTEND BODY
L/R	SCROLL PLAY AREA	S	**START:** STARTS/PAUSES GAME **SELECT:** NO FUNCTION

How To Play

Doctor Maybe has holed Santa away in the middle of the Noel-loving one's rambling toy factory. Whilst Maybe concentrates on creating a range of deadly toys which he plans to use to take over the world, he has also left a series of evil minions guarding each the factory's depots. Avoiding or destroying these, James' mission - should he accept it - is to free Santa and send Maybe packing...

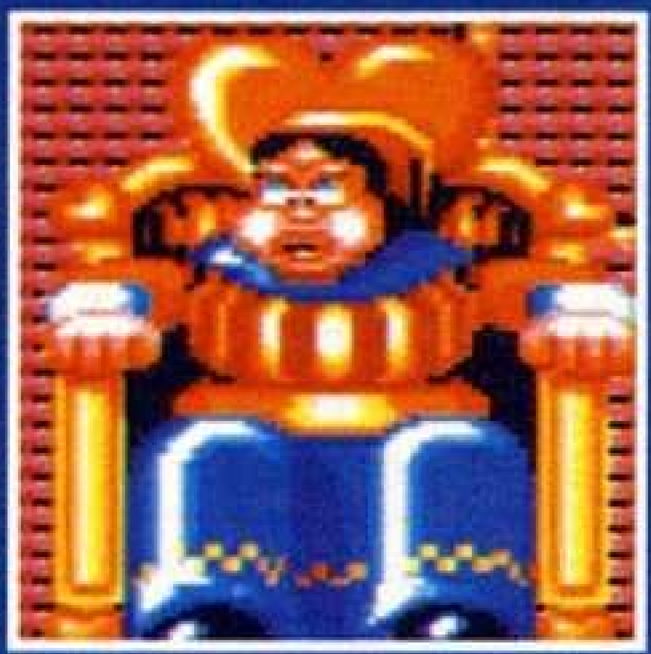


▲ Get your gills out for the lads!

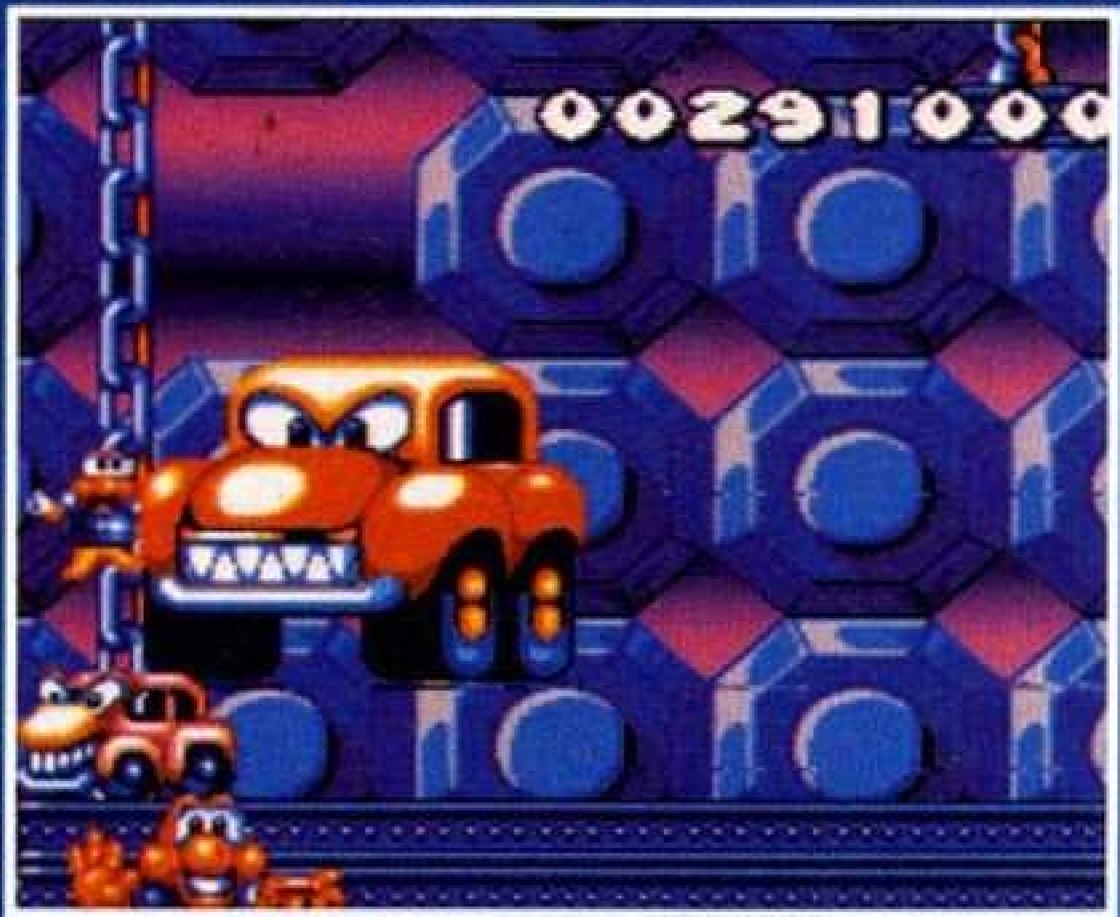
▲ Secret agent meets cleaning agent as Robocod cleans up!

00775600
SOAP

BOSS ALL OVER

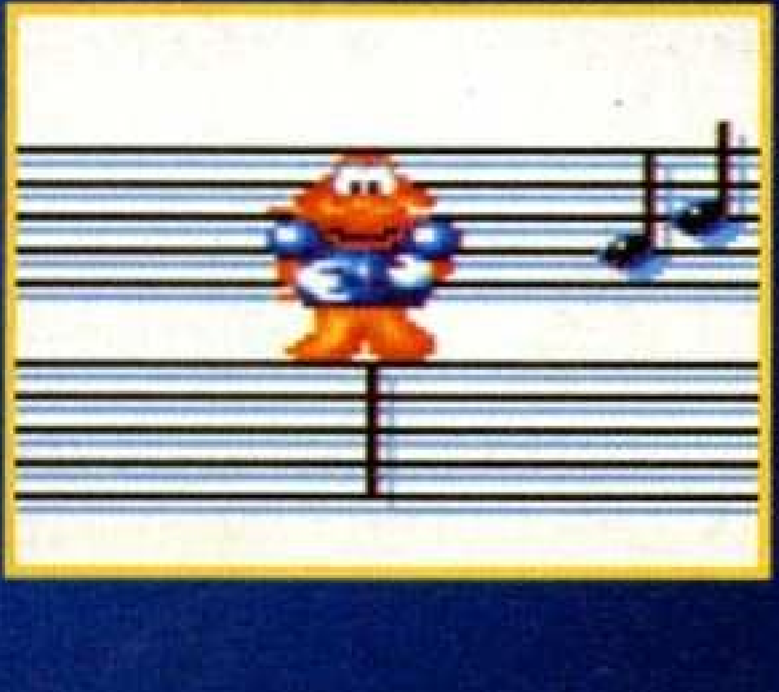


Ah, where would the trusty platform game be without the obligatory end-level bosses? Well, Maybe has scattered particularly mean critters throughout Santa's factory, and these dwell within special rooms throughout the building. Starting with a giant bouncing teddy and bouncing car, these pave the way for a last-ditch battle against Maybe himself...



▲ 'Bass, bass...the plane, the plane!'

▼ Somewhere in this picture, Robocod is hiding. Can you spot him readers?

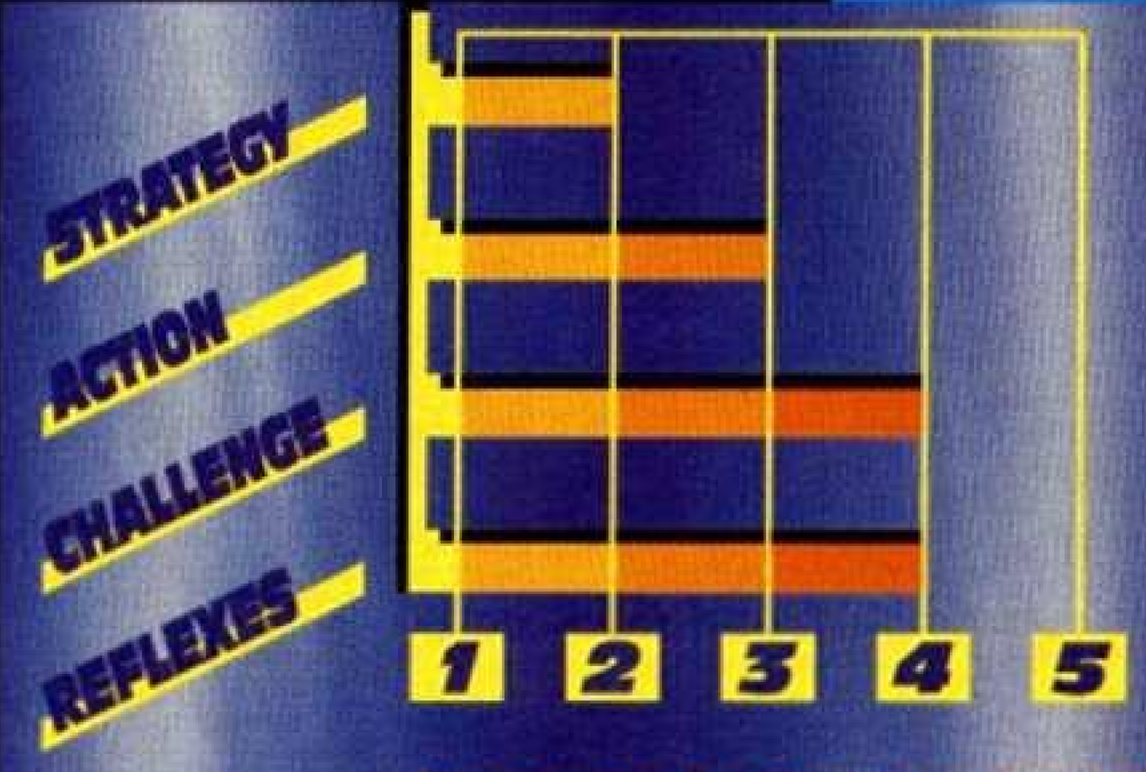


COMMENT

ANDY

Top marks to Ocean for making a graphically identical version of the superb Robocod. Now go to the *bottom* of the class, you Mancunian coders! What could and should have been a great conversion for the Super NES seems to have fallen *just* short of the mark. I was looking forward to a much-improved, super-fast platform romp with stunning Mode-7 versions of the (already great) backdrops and, maybe, extra levels. Instead I was greeted by gameplay that is tragically prone to slowdown - often when there is no apparent reason! - and backgrounds that do little to improve upon the original and make poor use of the Super NES' superior graphic capabilities. In short, this conversion is not as good as the Megadrive version - even the title screens aren't as good. Such trifling matters aside, Super James Pond - love him or hate him - is as much fun to play as it ever was. It's just a shame that a top title such as this should be down-graded by such *cod*-awful laziness on the programmers' part.

RATINGS



BREAKDOWN

PRESENTATION

88

▲ Attractive sprites, backdrops and effects.

▼ The game slows down terribly when there's very little on-screen.

GRAPHICS

89

▲ An excellent variety of levels, with superb use of parallax used in some of the backdrops. The sprites are equally well-drawn and varied.

SOUND

84

▲ There are loads of jaunty tunes playing throughout the game.

▼ The sound effects could hardly be described as menacing.

PLAYABILITY

81

▲ There's so much to se in Super James Pond that the urge to explore is strong.

▼ Some dodgy sprite detection makes things rather frustrating.

LASTABILITY

72

▲ There's loads to see and do in the game...

▼ Unfortunately, the sprite detection teams up with the repetitive nature of the game to create dullness.

OVERALL

A smart-looking conversion which is spoilt by silly errors such as the slowing down of the screen. A potential classic, spoiled.

78

1
PLAYER

1
MEG

PLT
GAME

JAMES POND II
CODENAME
ROBOCOD
HI SCORE 00000000

PRICE:£29.99
BY: OCEAN

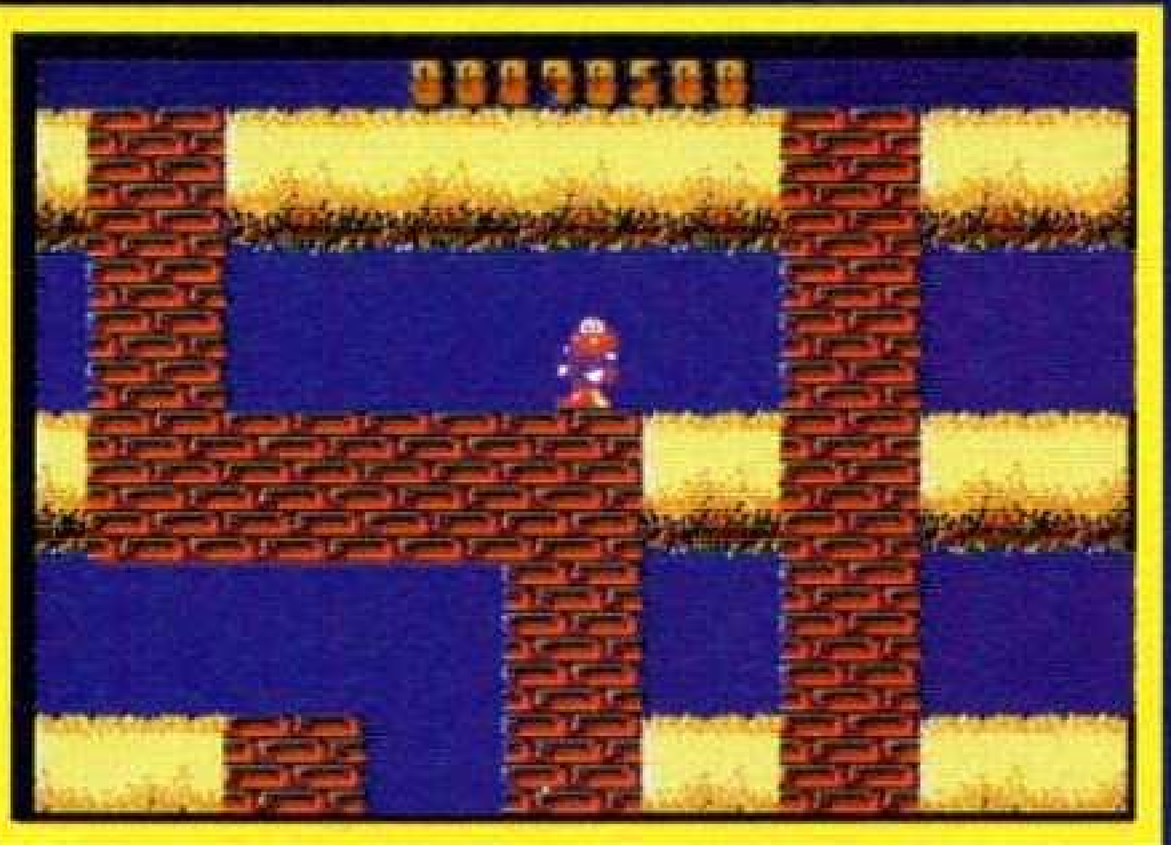
ROBO

TVAM's 'Mad' Lizzie Webb was always one for 'stretching that tummy.' Cheesegrater stomach she may have, but Lizzie's is nothing when compared to Ocean's recently-acquired fish hero - James Pond.

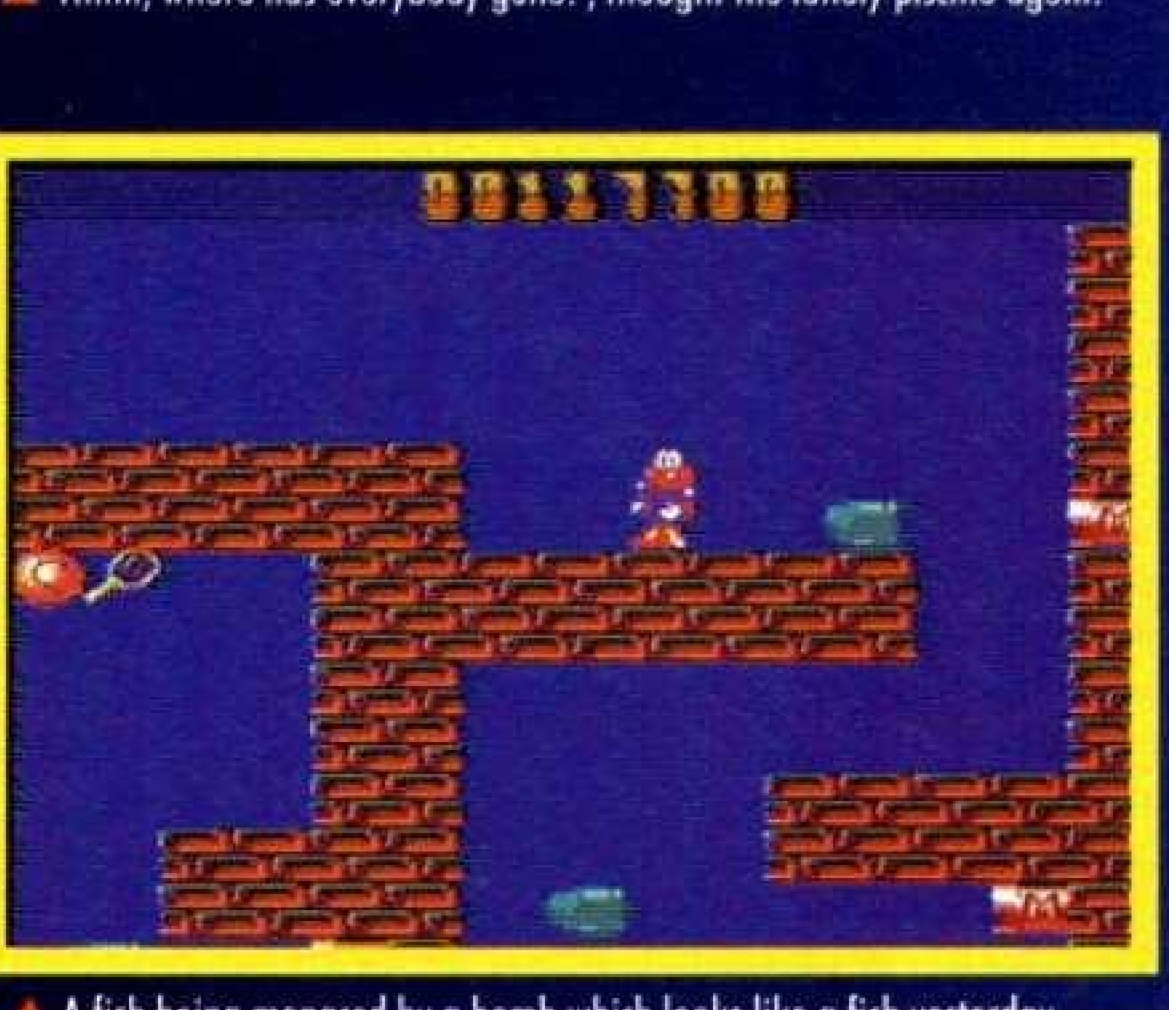
With the kindly 16-bit Santa freshly rescued from the evil Doctor Maybe's clutches, James Pond has now arrived to save 8-bit Santa from a similar fate. Once again, Maybe has holed up the red-faced pressie-giver within his North Pole toy factory, and has unleashed all manner of deadly creatures which are now wandering through the once-jolly building. Using his ever-handy expanding midriff and his jumping abilities, James starts the game already in the building, with most of the Super NES's levels recreated give or take a feature or two. So, NES owners, get ready for the battle to save Christmas and Santa...

JAMES JUNIOR

Obviously the NES version of Pond was going to be truncated in some way, but what has fallen by the wayside? Well, for a start, James' many forms of transport have gone. No longer can our aquatic agent summon the likes of a sports car, bath or plane to help him. All is not lost, though, and he does still have the wings of the Super NES game to help him reach secret parts of the screen and previously unreachable bonuses. On a smaller note, the player can no longer explore the outside of the building, and completing one area simply sees him transported to the next. These were obviously omitted due to memory and hardware restrictions, but in terms of level size and layout, everything else seems to be tickety-boo and complete.



▲ Hmm, where has everybody gone?', thought the lonely piscine agent.



▲ A fish being menaced by a bomb which looks like a fish yesterday.

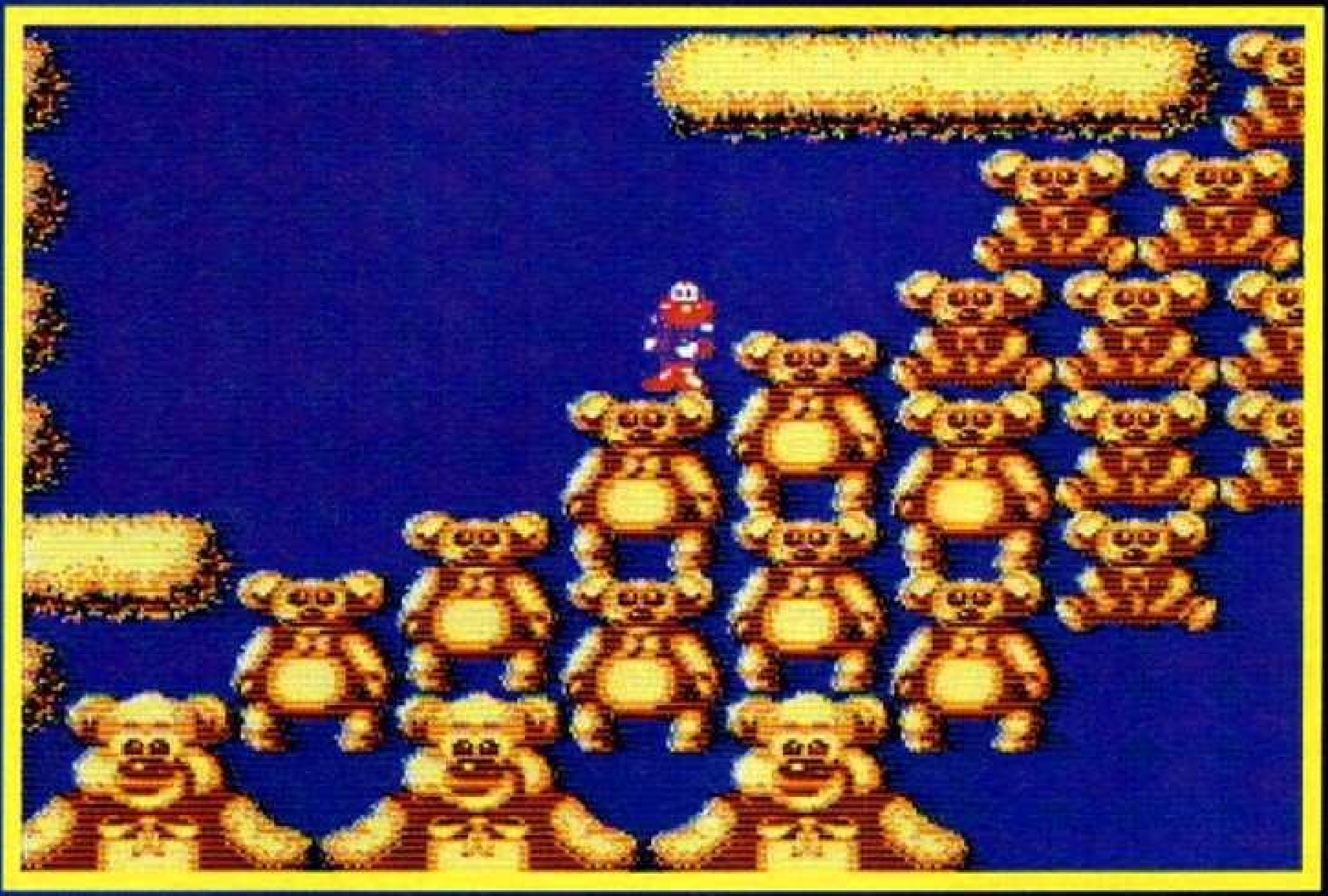
How To Control The left and right movements of the pad send James scurrying in those directions, whilst pulling down makes him contract his body. The up movement is used in conjunction with the stretch button to cling onto ceilings.

A	STRETCH
B	JUMP
S	NOTHING
S	PAUSE

How To Play James is dumped at the start of a huge scrolling building, within which all manner of Maybe's strange cohorts lurk. Killing these using his deadly backside, James moves through the eight-way-scrolling play area, collecting bonuses and stocking up for a fight against Dr Maybe.

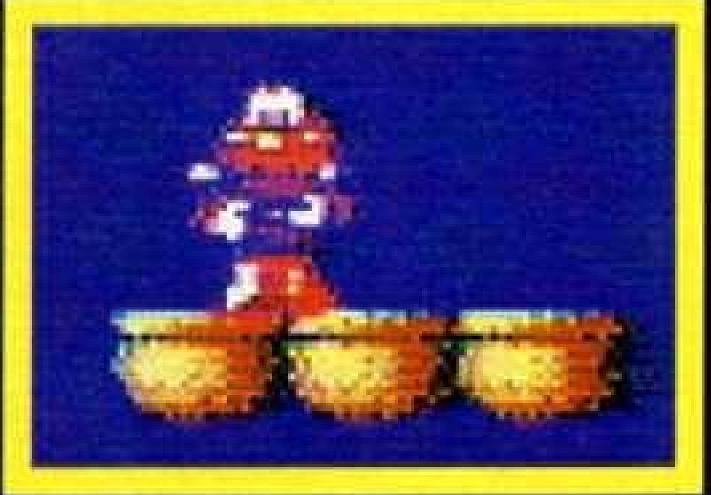
RELEASE
JULY
CONTROL
JOYPAD
GAME DIFFICULTY
AVERAGE
CONTINUES
LOADS
SKILL LEVELS
ONE
RESPONSIVENESS
SLUGGISH
1ST DAY SCORE
BEAT SNOWMAN
ORIGIN
Rounding off Ocean's Nintendo set of Pond conversions, the piscine secret agent has arrived on the NES in a slightly truncated version of the original Amiga platformer, Robocod.

OCOD



▲ 'The bells! The Bells!' said Quasi-Hippo.

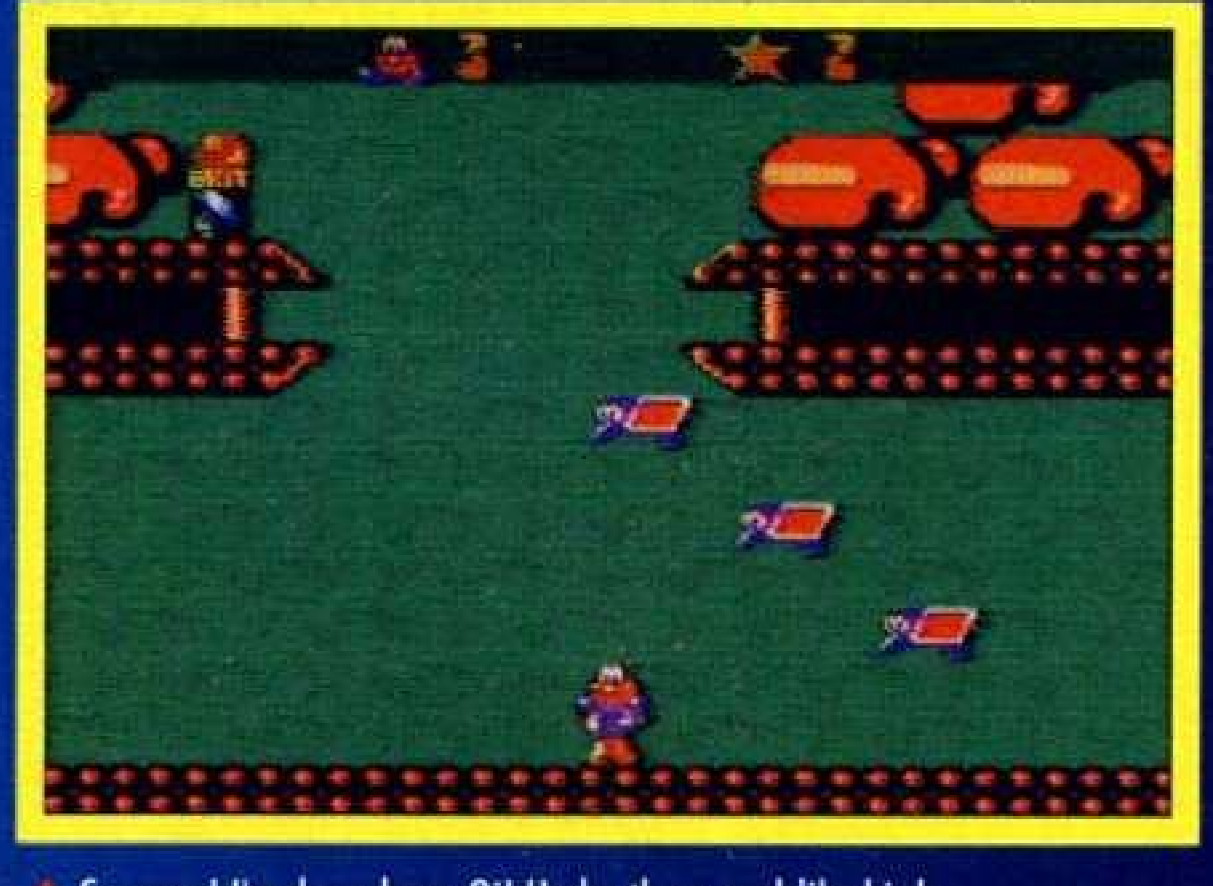
▲ 'Just move to the left a little, Mr Pond.'



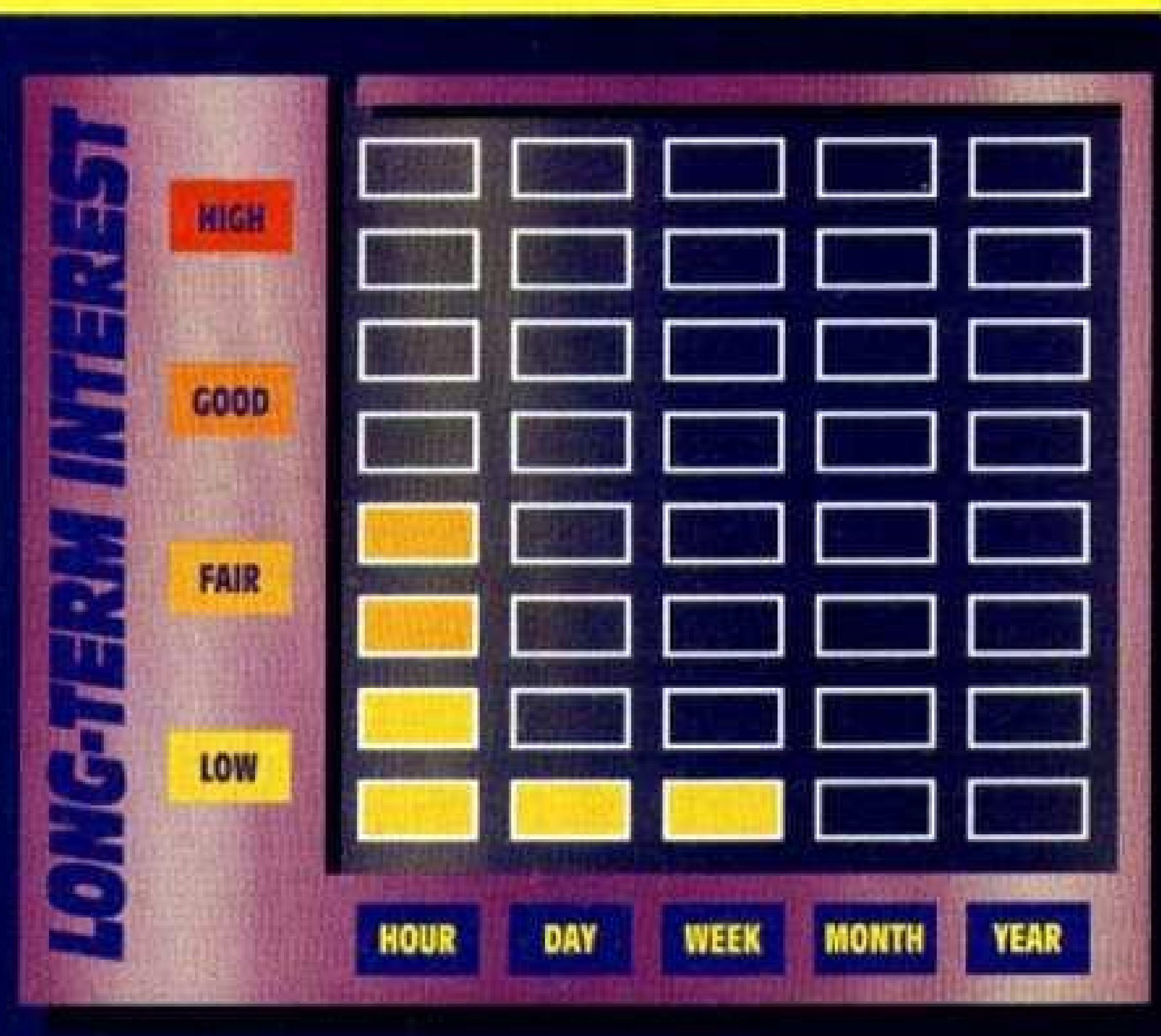
▲ Oh dear, my caption skills have gone.

BOX OF DELIGHTS

Where would a platform game be without hidden bonuses? Nowhere, that's where, and Pond has collectables in abundance. Stashed away in little brick boxes, goodies are revealed by using James to butt the blocks until their contents are revealed. It's not all plain sailing, though. Blocks normally reveal point-giving goodies like apples, balls and gloves, but poison bottles can appear which sap our hero's health if collected. In addition, larger boxes also line the route and these contain either another meanie to avoid, or perhaps a useful pair of wings.



▲ Coooeee! I'm down here. Oi! Under those card-like birds.



▲ Hah! Try to hide special objects in bricks, eh Maybe. You spawn of the devil's trumpet, you...

COMMENT

STEVE

What a lacklustre conversion. Granted, I wasn't expecting the NES game to be as visually stunning as its Super NES cousin, but even so this falls way short of the mark. It's difficult actually defining what is wrong with NES Pond, but a lot of its problems are down to some of the original's key elements missing and the sluggish controls of the aquatic agent. With the car, plane and bath ideas missing, a lot of Pond's variety went with them and even the inclusion of the wings fails to add enough sparkle to what soon becomes a very run-of-the-mill adventure. Of course, the basic gameplay of extending the body and bouncing on nasties remains the same, but even if the limitations of variety are ignored, the constant loss of life thanks to the indistinct controls will soon have you screaming in frustration - especially when energy is lost if James isn't fully compacted when he hits a nasty. I really wanted to like NES Pond, as the original game has all the features necessary to create an entertaining platformer. Sadly, a handful of gripes whittle away any enjoyment this cart offers and you're best off steering clear.

▲ Ah, Mrs Bomb. Is that your lovely baby down there?

BODILY FUNCTIONS

As a special agent, Pond's body is honed to physical perfection. However, like Zsa Zsa Gabor and Michael Jackson, not all of our hero's appearance is natural. Here's a list of what James is capable of:

STRETCH: Pressing the B button reveals Pond's incredible expanding waist. No, it doesn't stretch our hero's belt as, say, Bernard Manning's does, instead it allows him to grab hold of any ceilings of platforms which he may need to grab hold of. A word of warning, though: if James comes into contact with any nasties whilst extending, the ticklish hero immediately retracts to normal size.

COMPRESS: As with the greats of the platform world - Mickey Mouse, Mario, Pugsly - James kills enemies by jumping onto them. Ordinarily, this takes a couple of hits if they are to die, but James' hit power is greatened if the pad is pulled down as he lands, compacting the half-steel fish into a tight ball and doubling the damage he inflicts.

CLIMB: If the path ahead is blocked by a succession of spikes, the only way ahead left is for James to hang on to the ceiling and swing across army-style. This is achieved by extending James' body and pressing up on the pad, which sends his body shooting up behind him as he is left hanging on for dear life.

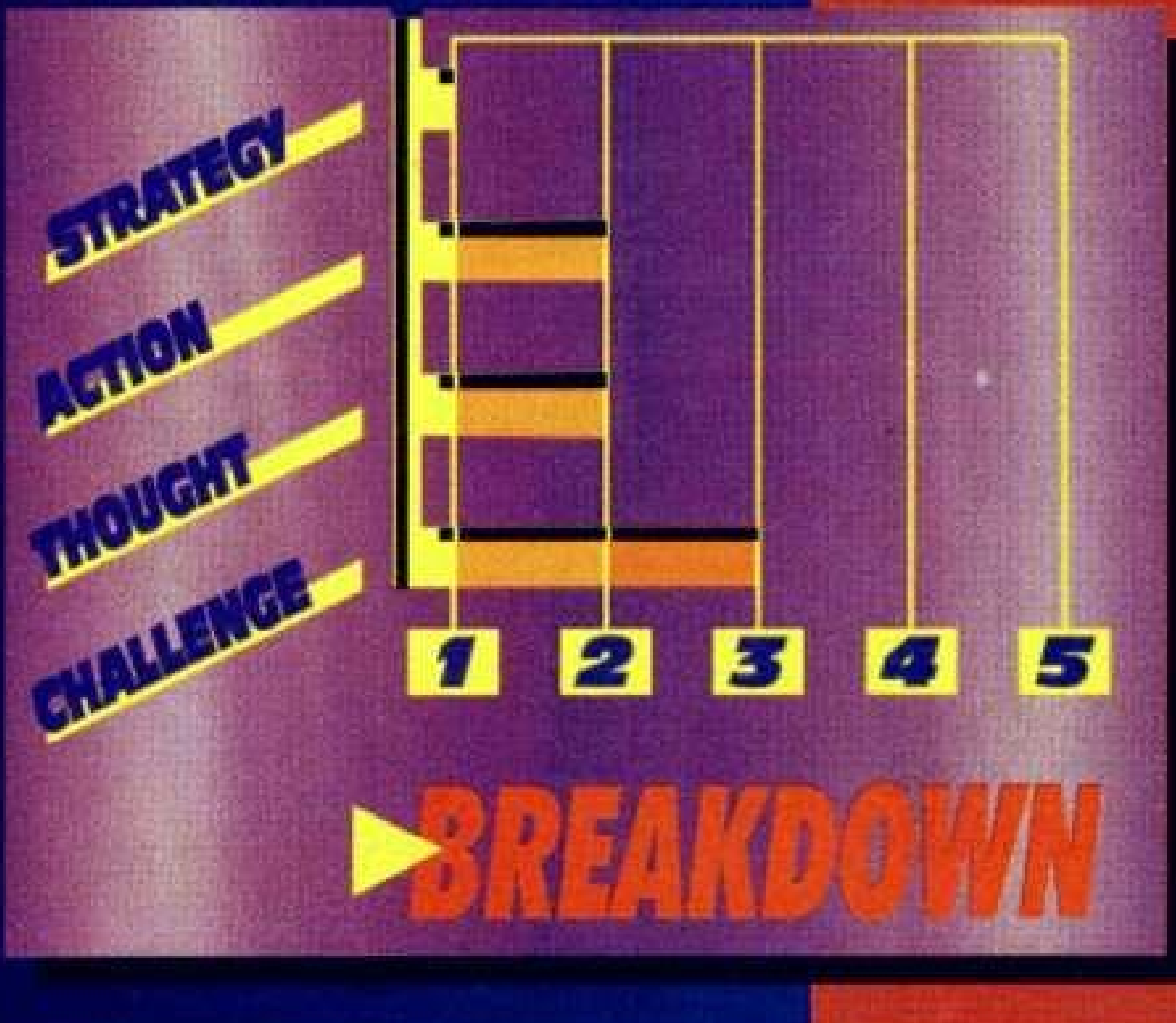
FLY: Not a built-in skill, but one which is easily latched on to his bionic frame. Stashed away within the aforementioned bonus boxes, the wings are instantly added to his svelte fishy figure, with the B button used to send him flying towards the higher areas of the screen.

COMMENT

There are loads of superb, high quality platform games available on the NES, and any that are released these days have to be pretty good to be worth buying. Sadly James Pond isn't one of them. It's not the graphics and sound that let it down - they're both fairly good. It's the gameplay that doesn't cut it. The action basically boils down to running around a series of fairly bland landscapes picking up items, dodging or jumping on the occasional baddie and then finding the exit. It's all pretty dull, and annoying quirks like the dodgy collision detection and the unresponsive controls don't help matters much. James Pond isn't a dire game by any respects - it's just that, like I've already said, there are loads of better platform games available. Shop around and check 'em out.

▲ Spurned by a mother who could never love a fish with a massively-expanding midriff, James was forced to join the teddy bear gang, but somehow never fitted in with them.

RATINGS



PRESENTATION

67

▼ Minimal use of colour, and very few meanies makes for a dull-looking game - tragic when you consider how bright a toy factory should be.

GRAPHICS

76

▲ A good variety of backdrops and themes...
▼ ...but the sprites are disappointing and inadequate.

SOUND

66

▼ A dreadful tune plays throughout the game, and is supported by an equally sickening range of 'effects'.

LASTABILITY

63

▲ Plenty to see, and the bosses provide a challenge.
▼ The missing cars, boats and things do reduce the variety and the lasting appeal greatly.

PLAYABILITY

72

▲ Easy enough to get into, with lots to explore and collect.
▼ Sadly, the picky and imprecise controls make such exploration tiresome and frustrating.

OVERALL

70

A real disappointment. What should have been the ideal machine for James Pond has to make do with a very flawed conversion. Platformaholics should stick to the likes of Pugsly for their kicks.

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1 PLAYER

2

PLT GAME

Gimmick!
Mr GIMMICK
START
CONTINUE

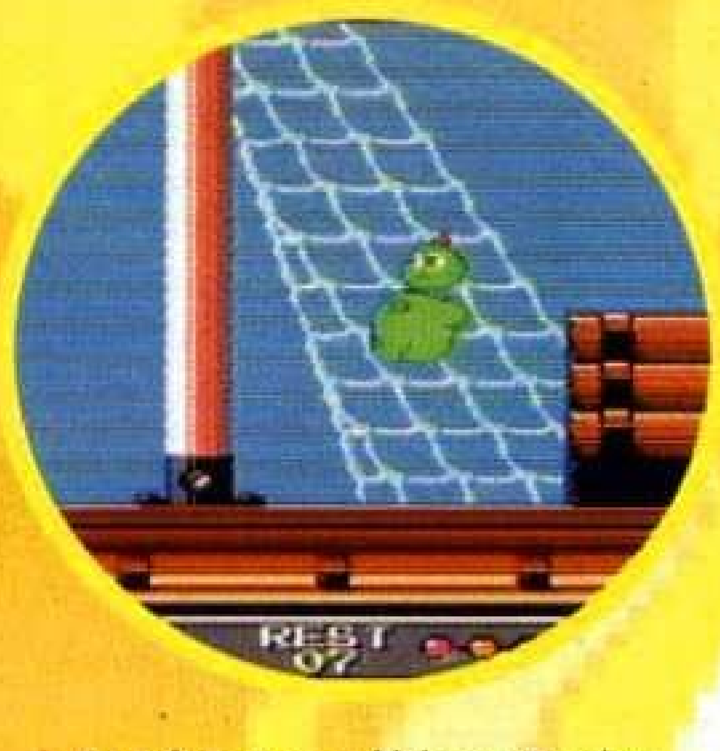
PRICE:£TBA
BY: SUNSOFT

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
HARD
CONTINUES
INFINITE
SKILL LEVELS
1
RESPONSIVENESS
ACTUALLY QUITE GOOD
1ST DAY SCORE
COMPLETE FIRST TWO LEVELS
ORIGIN
The all-new adventures of that crazy and kooky character they call Mr Gimmick!

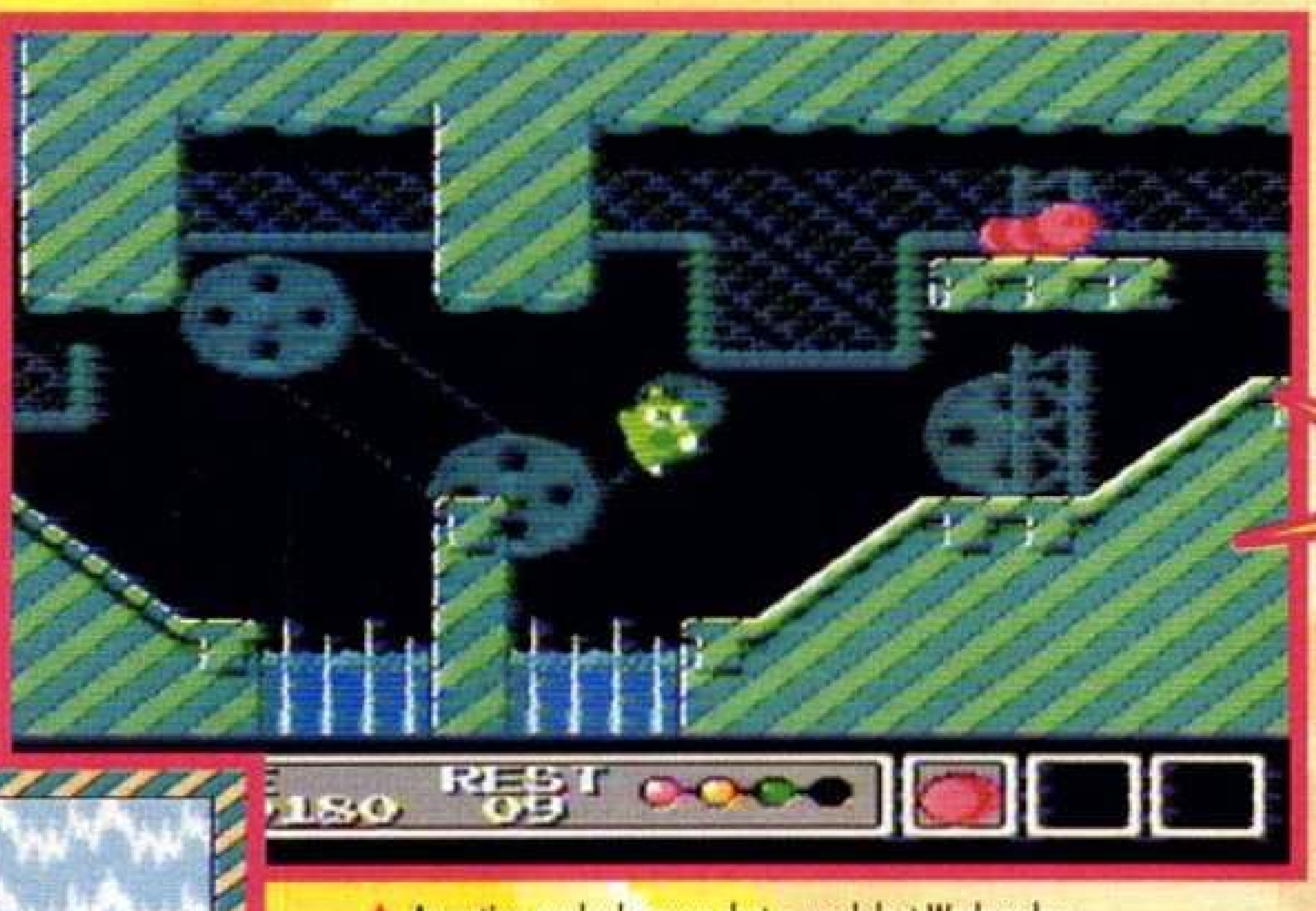
Mr Gimm

Gimmicks, eh? Pop groups need them to get famous, other magazines need them to flog copies and Mr Gimmick, well, he is one. But, instead of being a garish stage costume or a pair of cheap sunglasses, Mr Gimmick is a bouncing ball of fluff with a silly hat on.

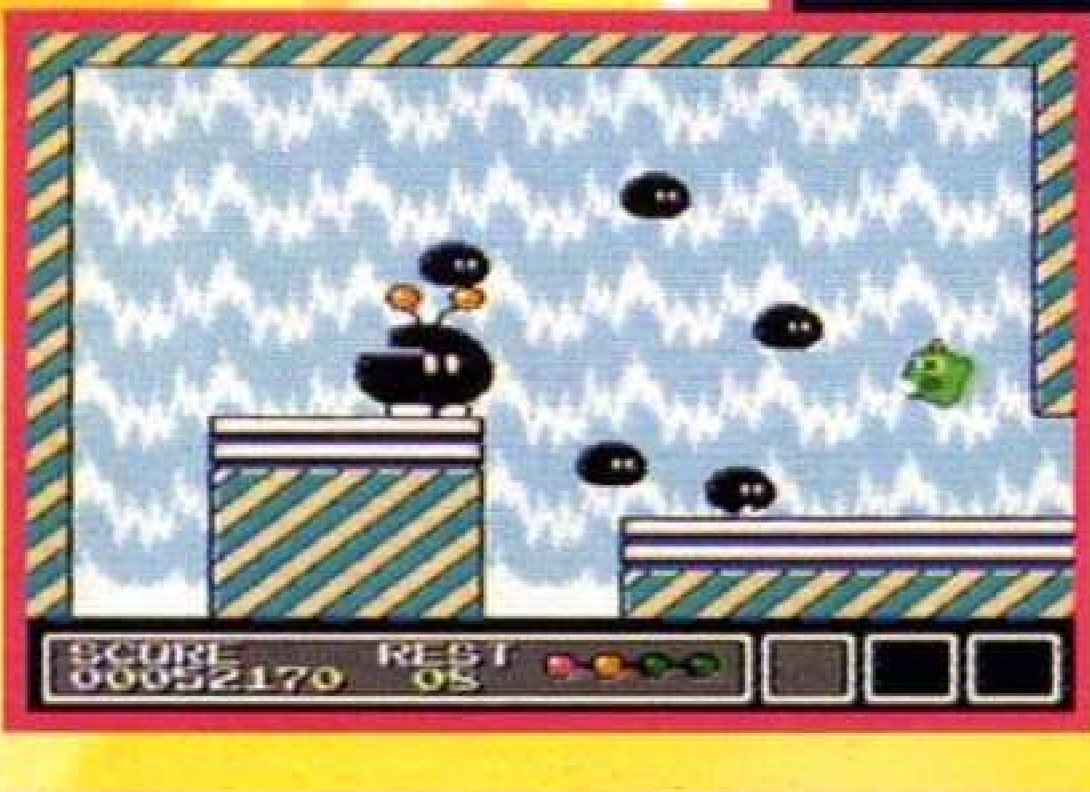
However, 'twas Mr Gimmick's lot in life to be given to a small girl as a present - times being so hard he was reduced to taking a job as a stuffed toy. Unfortunately, all the other soft toys in the house, being likewise employed, became jealous of Gimmick's popularity and decided to kidnap the poor girl, taking her to dimension of toys. It's now Mr Gimmick's job to spoil all his mistress' fun by "rescuing" her from the toy-filled reality and bring her home on this latest platform adventure for the NES!

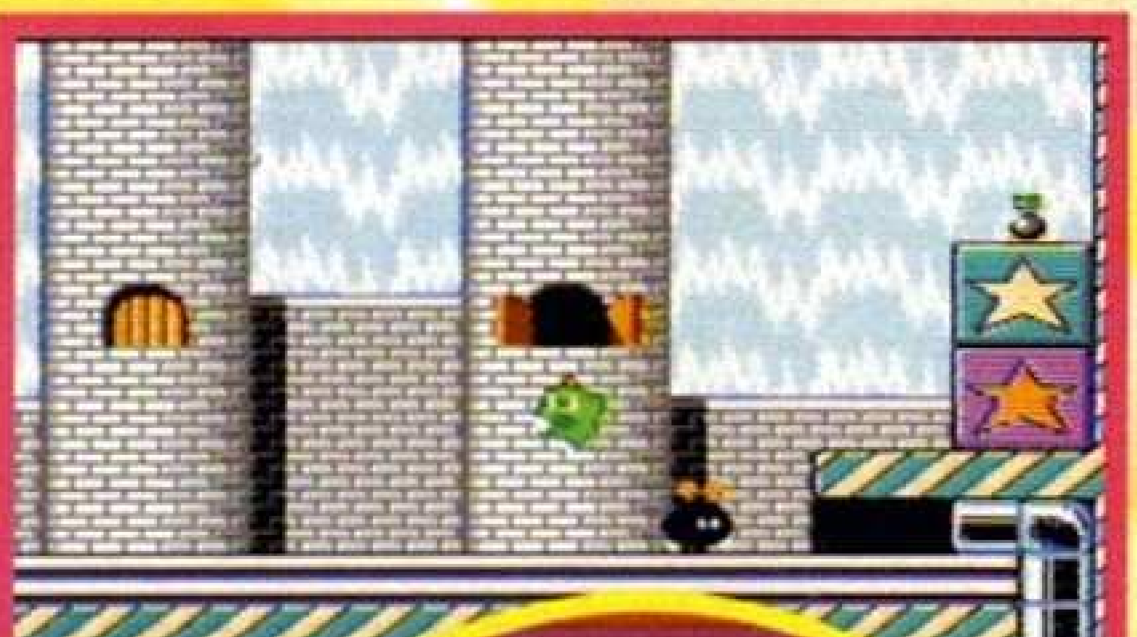


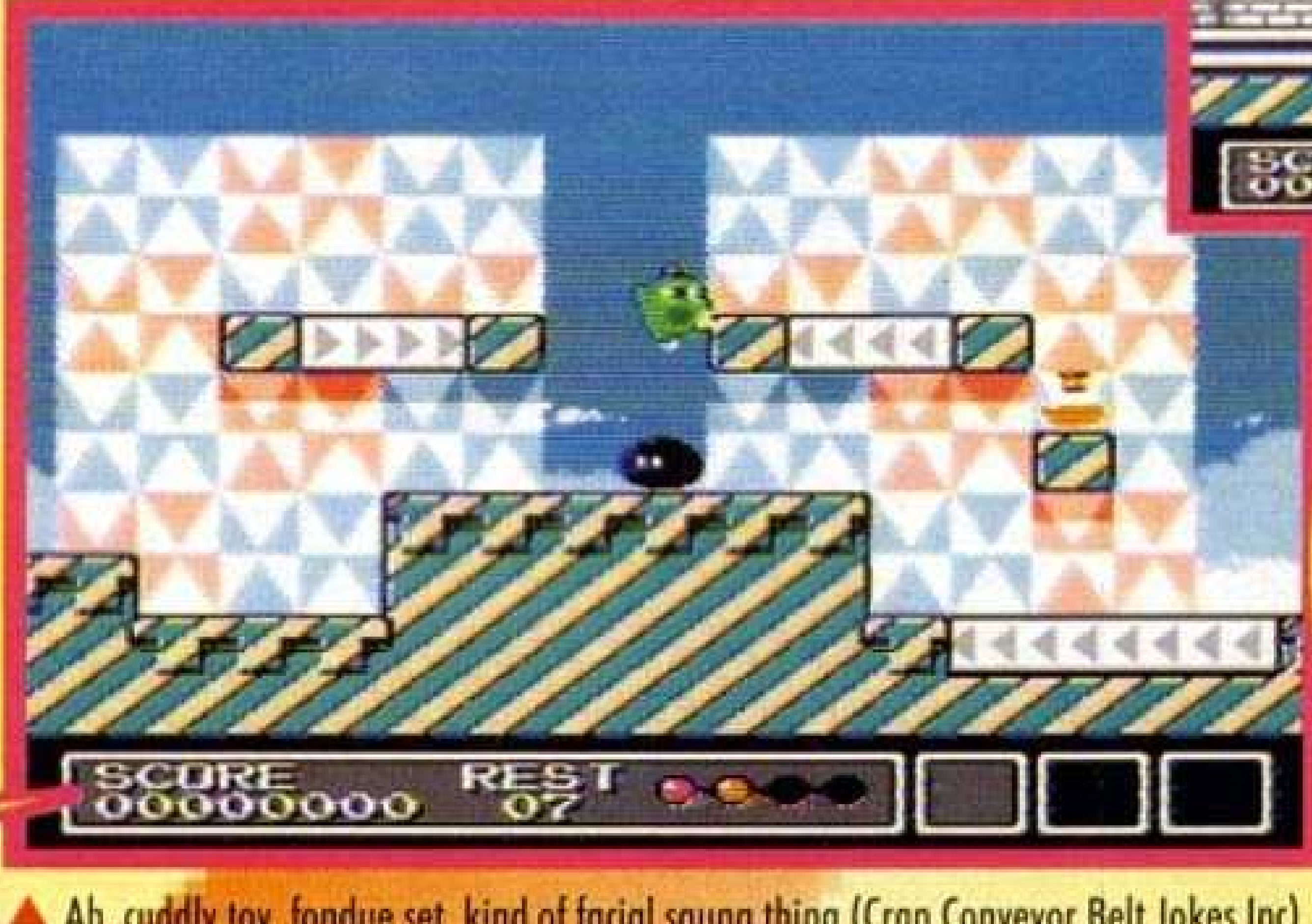
▲ An indistinct green blob next Tuesday.



▲ An action packed screen shot a week last Wednesday.

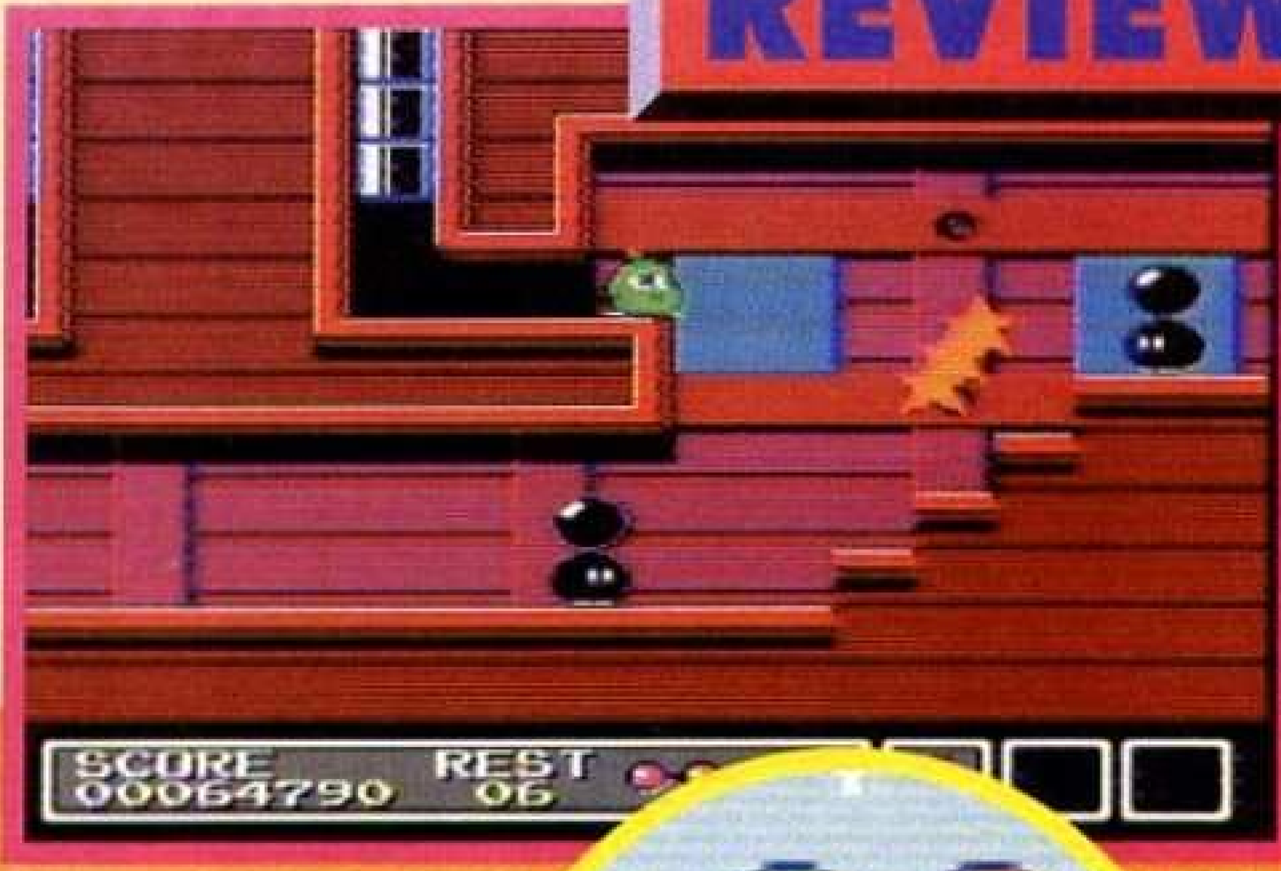


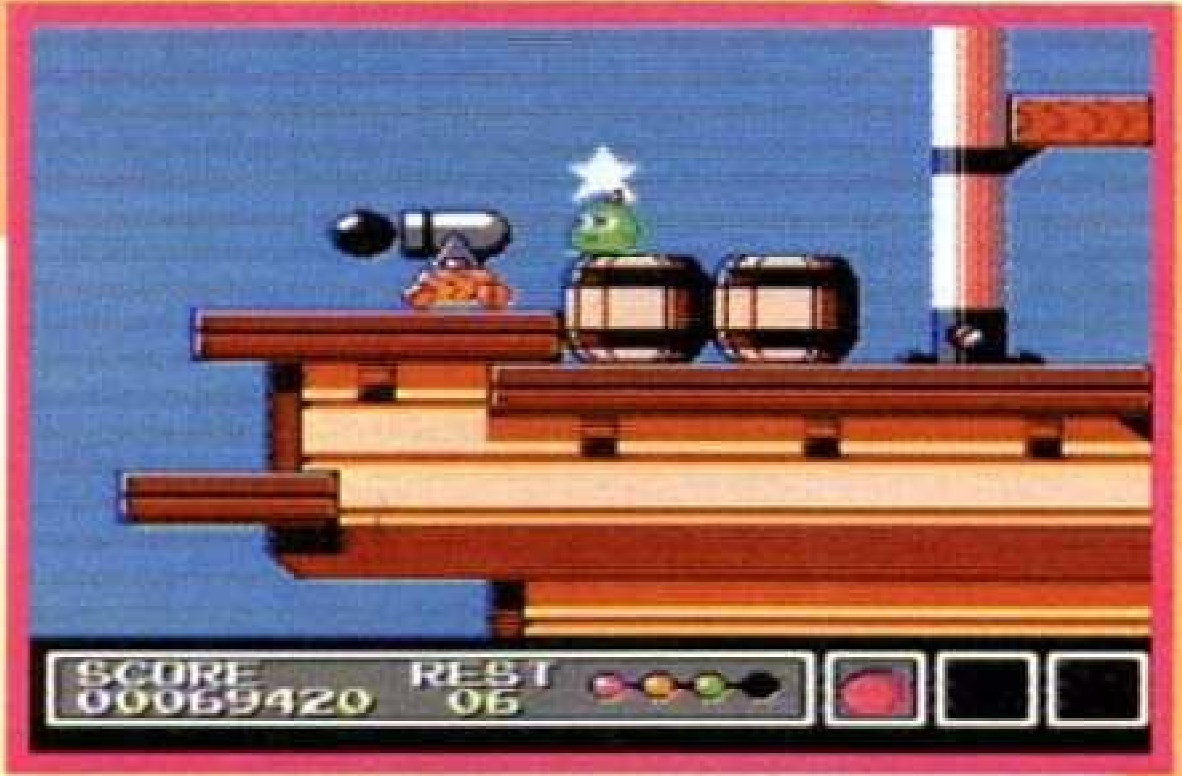




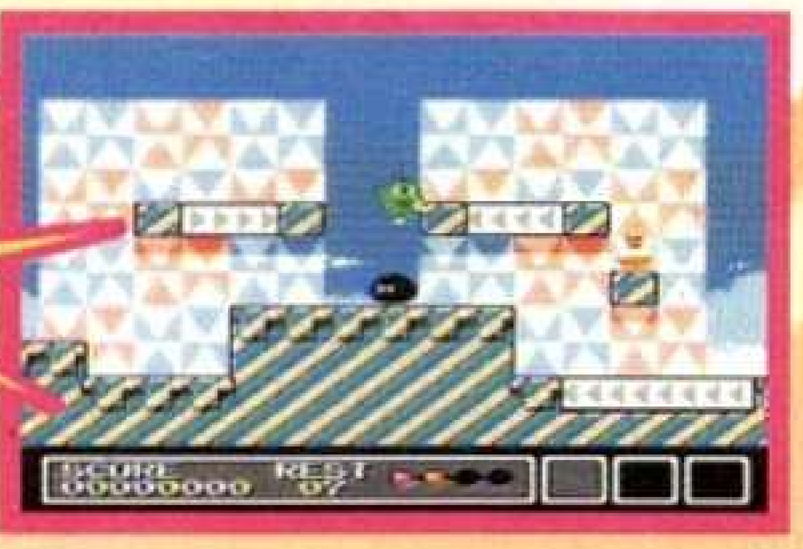
▲ Ah, cuddly toy, fondue set, kind of facial sauna thing (Crap Conveyor Belt Jokes Inc)

ick!





▲ Cannon/star/Gimmick/Marlon/yesterday



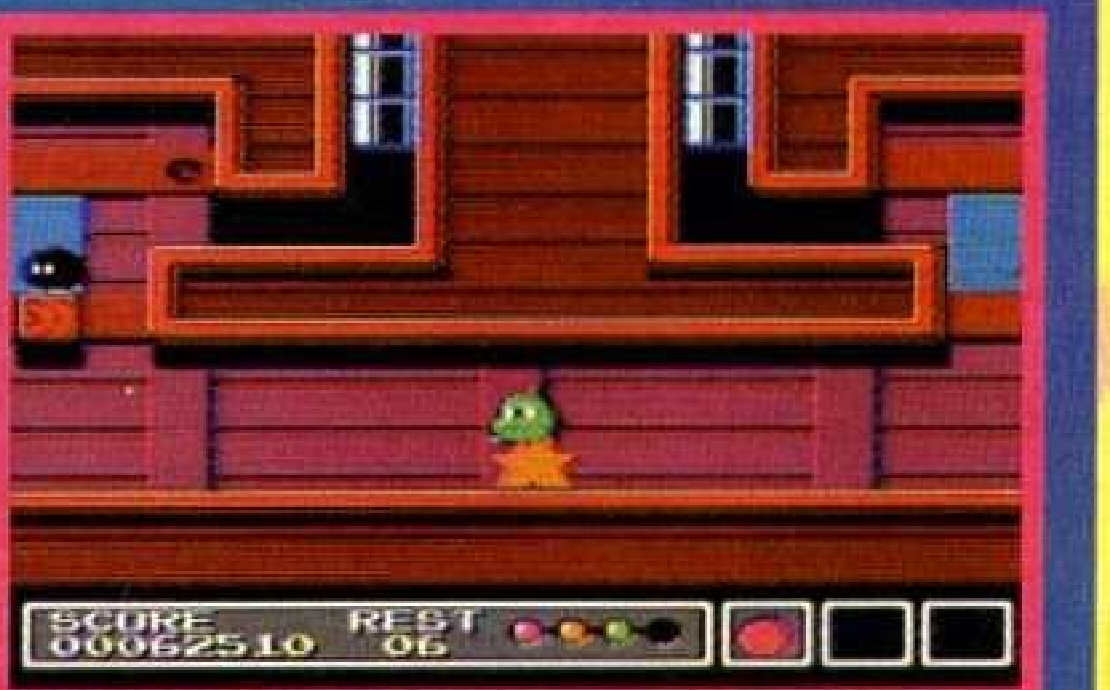
How To Control Gimmick is made to hop, skip and jump across the many platform-laden screens using - quelle surprise - the joypad.

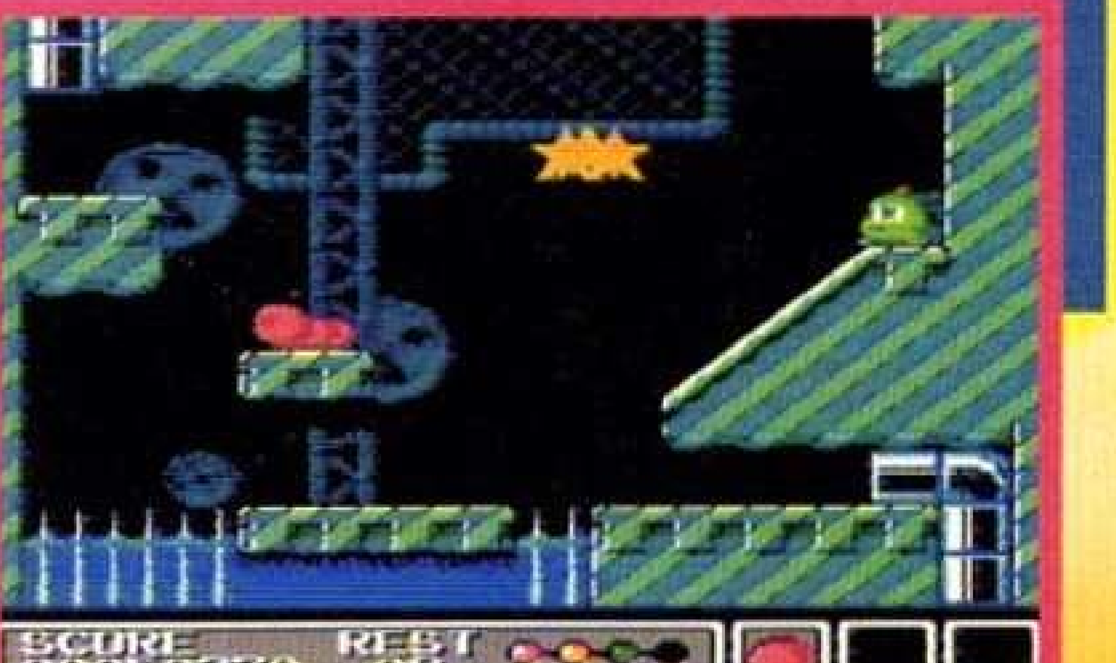
A	Fires Mr Gimmick's hat
B	Makes Mr Gimmick jump
S	Selects the special weapon
S	Pauses/unpauses the game

How To Play Guide your friend and mine, Mr Gimmick, through the platform levels, defeating the guardians at the end of every level and keeping a close eye on his energy bar and seven lives.

GO GO GIMMICK HAT

Mr Gimmick's hat may look a little daft on his otherwise-not-un-Kirbylike frame, but it's actually very useful. The fashionable-amongst-homeboys headgear in fact acts as a focus for all his stored up magic power. Pressing the fire button draws all Gimmers' mystic energies up into his cranial apparel, and is manifested as a deadly attack when the button is released. However, it does take a couple of seconds to power up, during which time Gimmo is vulnerable to attack. However, once the star-shaped bolt is unleashed it rebounds off enemies and obstacles alike until its energy is finally expended and it skids exhausted to a halt before blinking out of existence. With practice it's possible to spang your bolts off three or four enemies and destroy them all, looking particularly cool in the process.



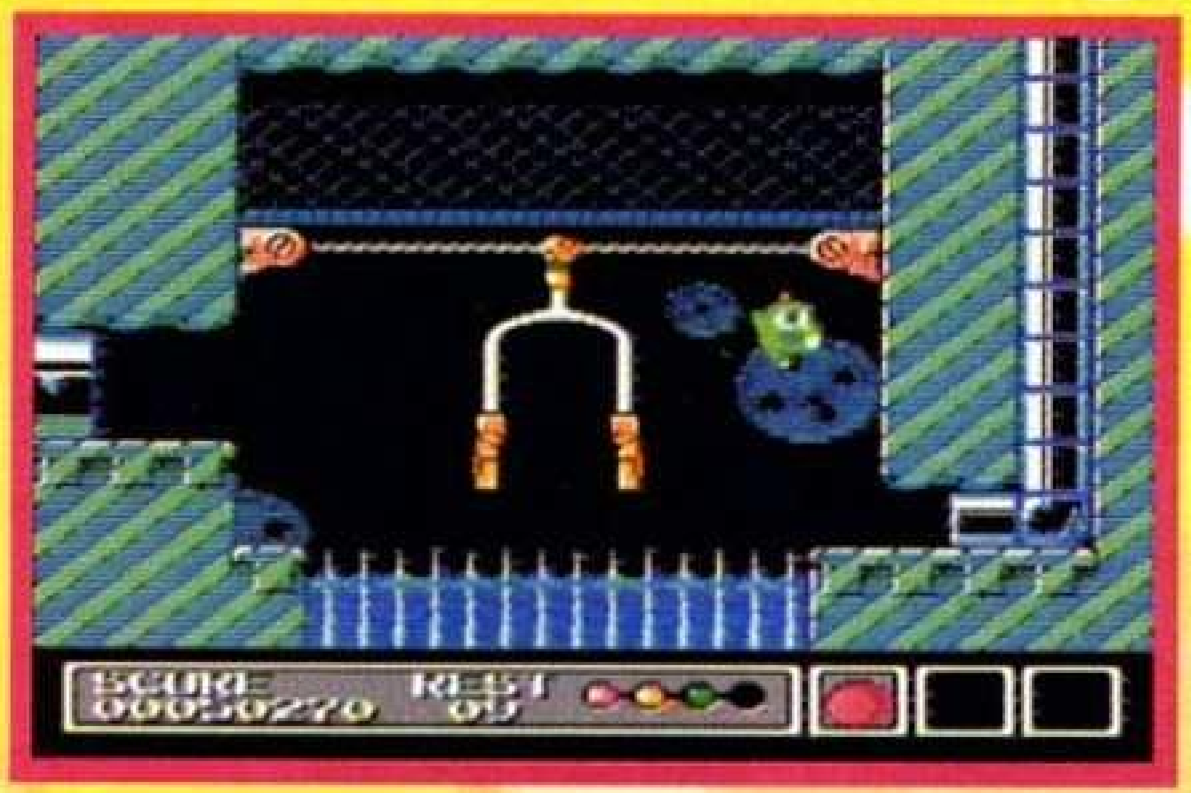


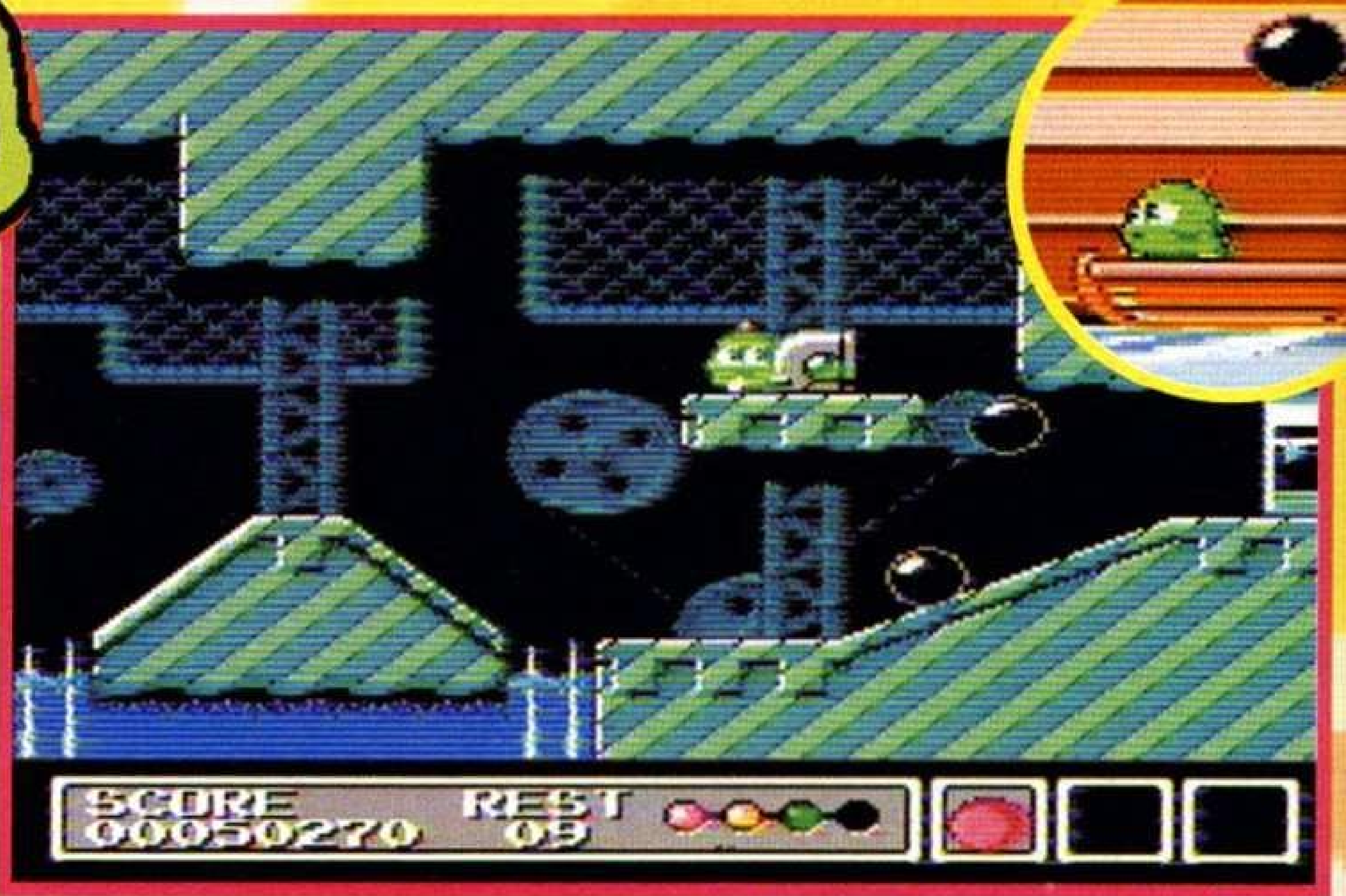
COMMENT

RAD

For the first few plays, Mr Gimmick is an incredibly frustrating game, basically because the cute looks and bouncy feel of the game belie its ultra dead hard difficulty setting. However, once you accept that it's really a good laugh. The presentation is excellent, the graphics, particularly the backgrounds, are superb and a great deal of characterisation has gone into all the sprites, included the enemies. The sound also adds to the atmosphere, with a jolly tune keeping things cartoony. The game itself lives up to the presentation perfectly. Each level is very varied and stuffed with a wide range of challenges, plus there are herds of secret rooms and items to uncover. However, things are spoilt a little by the slideyness of Mr Gimmick himself, which makes some of the more precise jumps and positionings very difficult. The NES might have a glut of platform games available for it, but Mr Gimmick is sufficiently different ad challenging to set it apart from the pack.

Mr Gimmick!

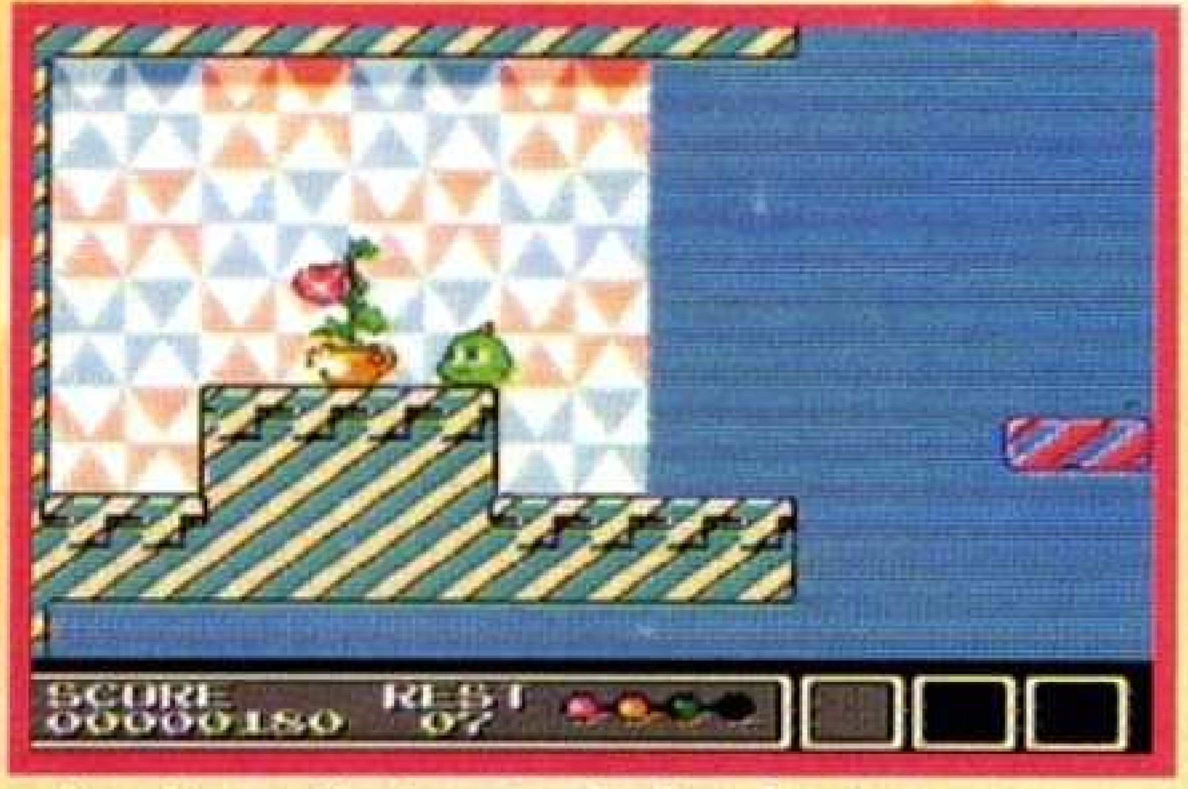




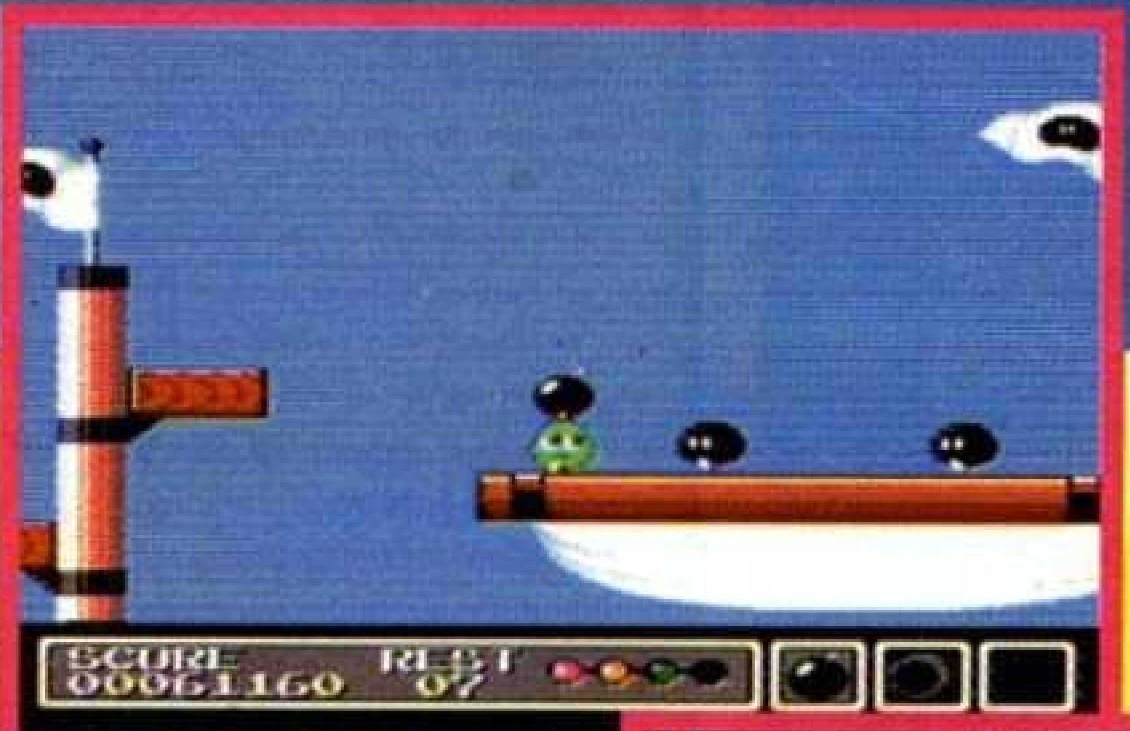
▲ A section of black ball hazards at half past three two and half weeks ago. And it was raining.

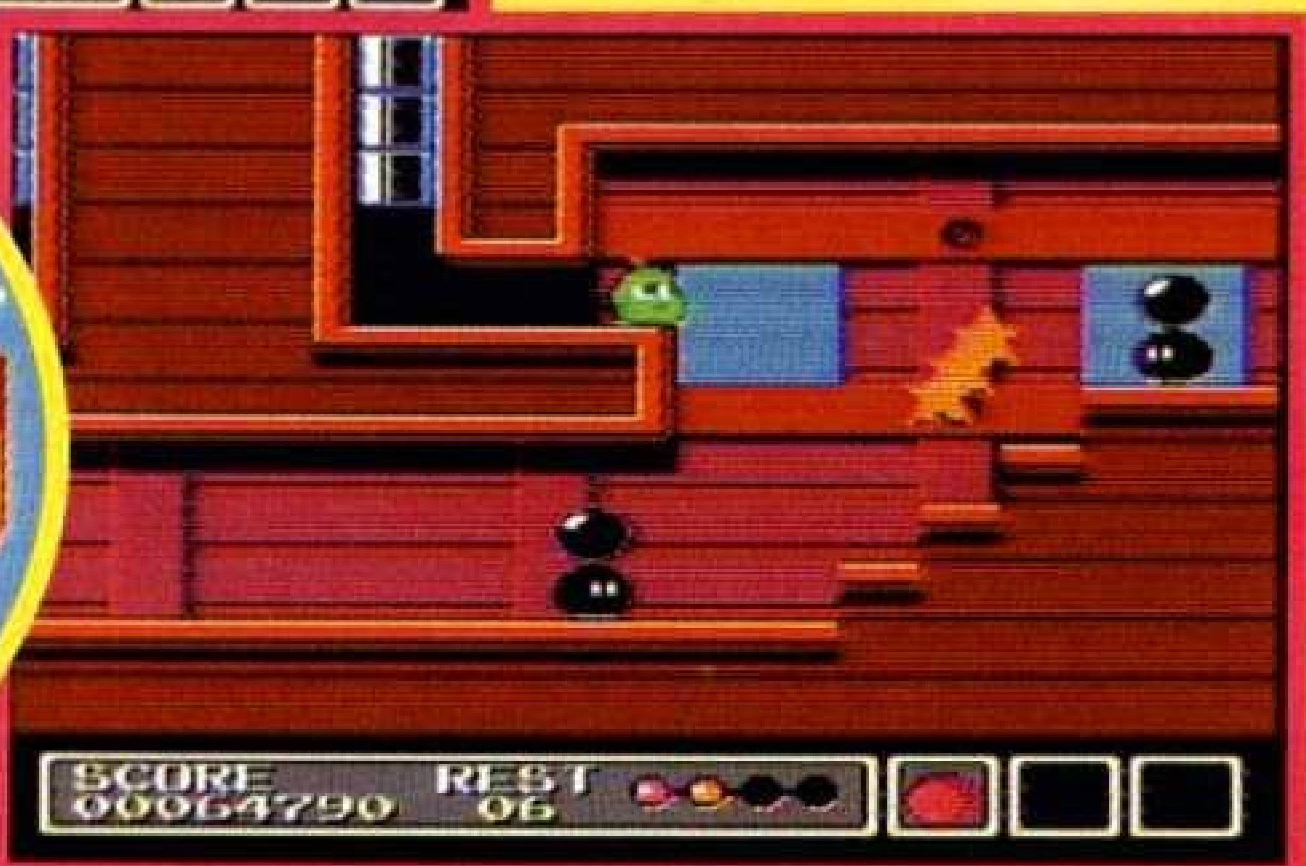
GRABBING A COUPLE OF JARS

If standard attacks aren't doing you any favours against some of the rather larger enemies, it's useful to have a couple of backup attacks about your person. As it stands, there are jars containing special weapons situated throughout most levels, although Gimso may only keep three or less of these items about his person at any time. The weapons come in one of two forms - bombs or Bon Bons. Each of these smart arms still needs to be powered up in the same fashion as your regular offence, but once let off they have completely different effects. Bombs do bounce about a bit before sitting there, pausing and then exploding, destroying anything in its blast radius. Although bombs are very hard to aim they do have great destructive potential. Bon Bons resemble the famous pink sweets very closely in all but one respect - sweets don't fly forward towards their target at high speed, exploding on contact. Whilst Bon Bons aren't as powerful as bombs they're a piece of cake to hit with.



▲ Hmm, it's a tree. Very interesting. Zzz. Zzzzz. Zzzzzzzzzzz.





▲ And tonight's Star prize...

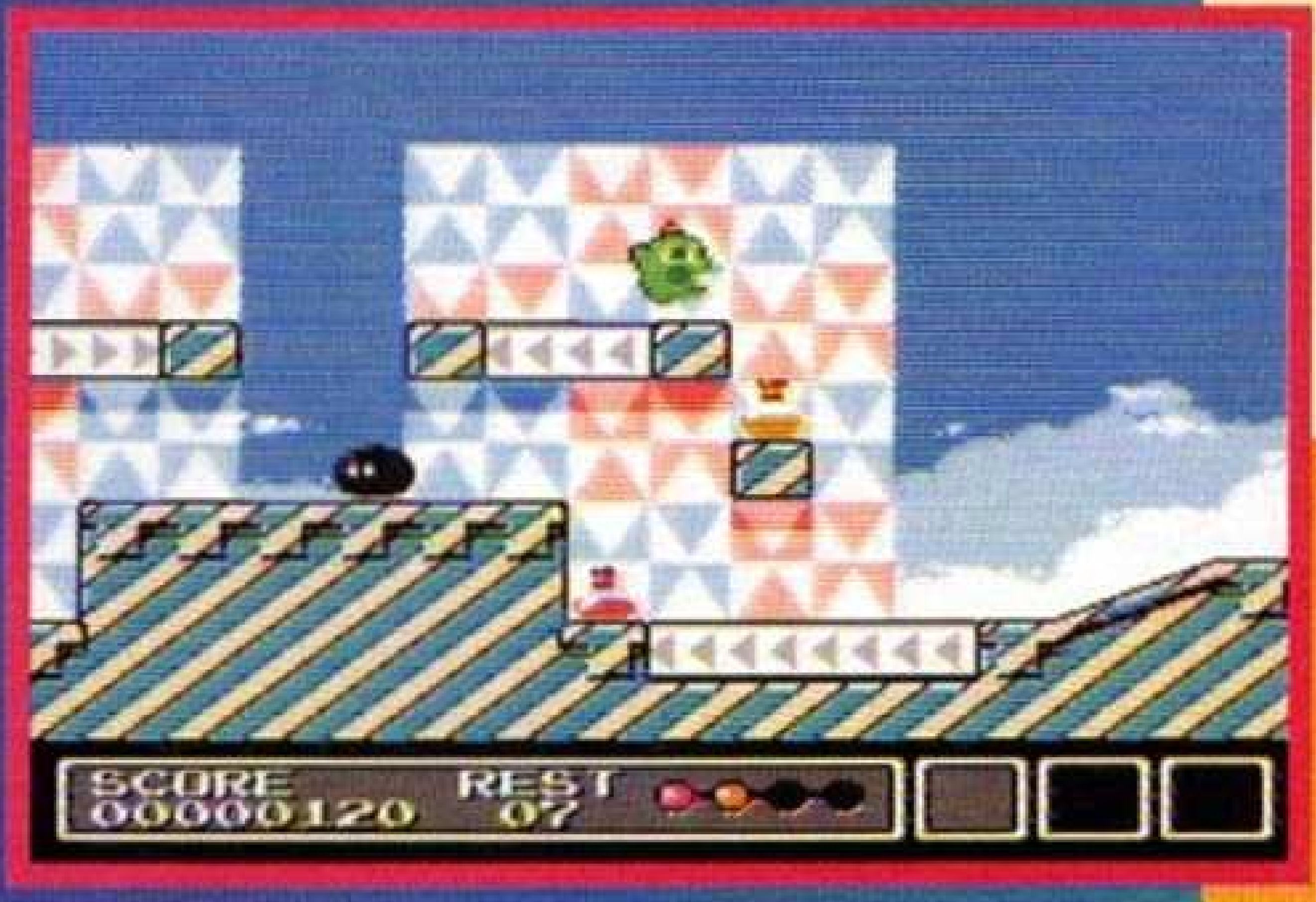
COMMENT

PAUL

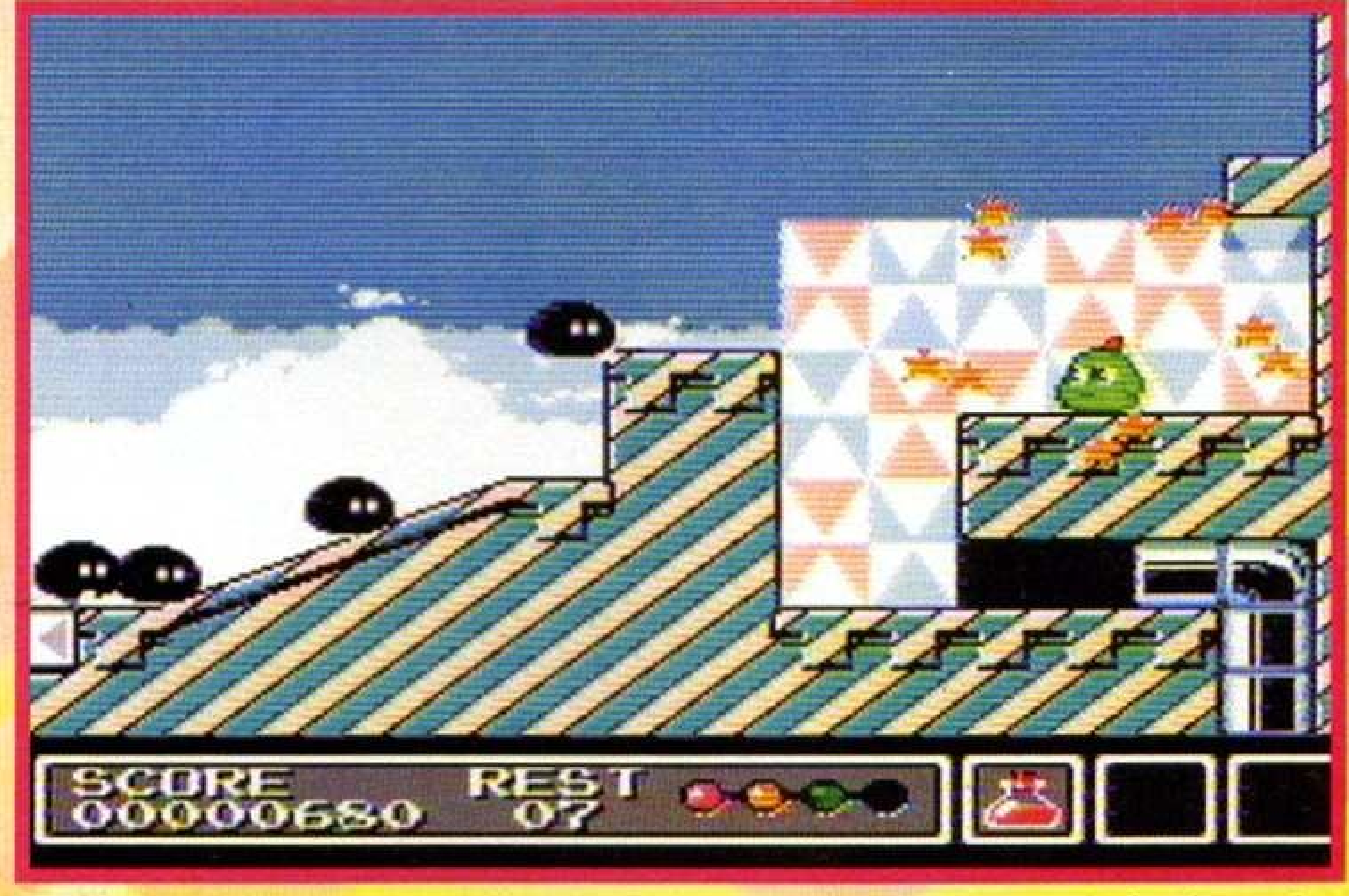
Lawks! This is another one of those deceptively cute yet excruciatingly-difficult games that have a nasty habit of appearing when they're least expected! Mr Gimmick's trek across his own little fantasy world is absolutely rock flippin' tougho, and the high level of challenge is apparent as soon as he takes his first few teetering steps towards the rescue of his young, captured owner. Thankfully, the absence of any time limit takes the pressure off a little, providing the player with a slightly freer rein over Gimmbo's mammoth struggle. This also provides enough time for the discovery of the many secrets that his world is hiding. Putting the small, green beany one's magical star to a variety of uses is a great idea, as is the inclusion of the many special items the Gimmick boy collects along the way. As the controls are quite slippery this *is* frustrating but the craving to beat this crazy game wins any such problems over convincingly. Of course it also helps that the game looks and sounds wonderful too making this one of the hottest titles for the NES in a long while.

LIGHT-HEARTED MR GIMMICK

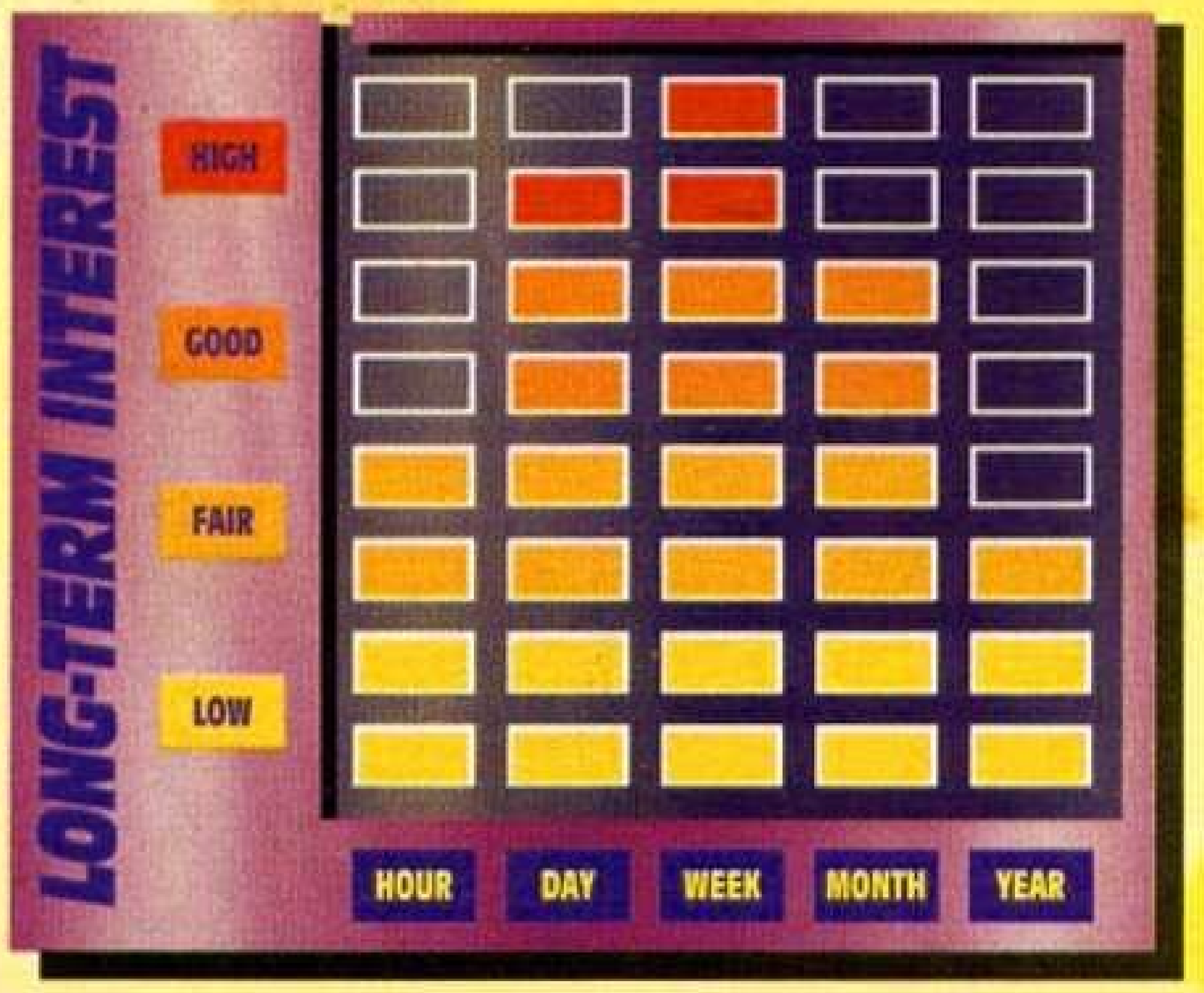
Mr Gimmick's energy bar is quite an amazing little thing. It is comprised of four light sockets, only two of which contain bulbs at the start of the game. However, should Gimzo chance upon an orange flask, another bulb is installed, up until all the sockets are filled. Whenever our hero is injured, however, the power to one of the bulbs is stopped, although collecting a healing potion restores this. However, whilst collecting orange flasks adds an extra bulb to Gimmero's energy bar it does nothing to heal wounds already incurred.



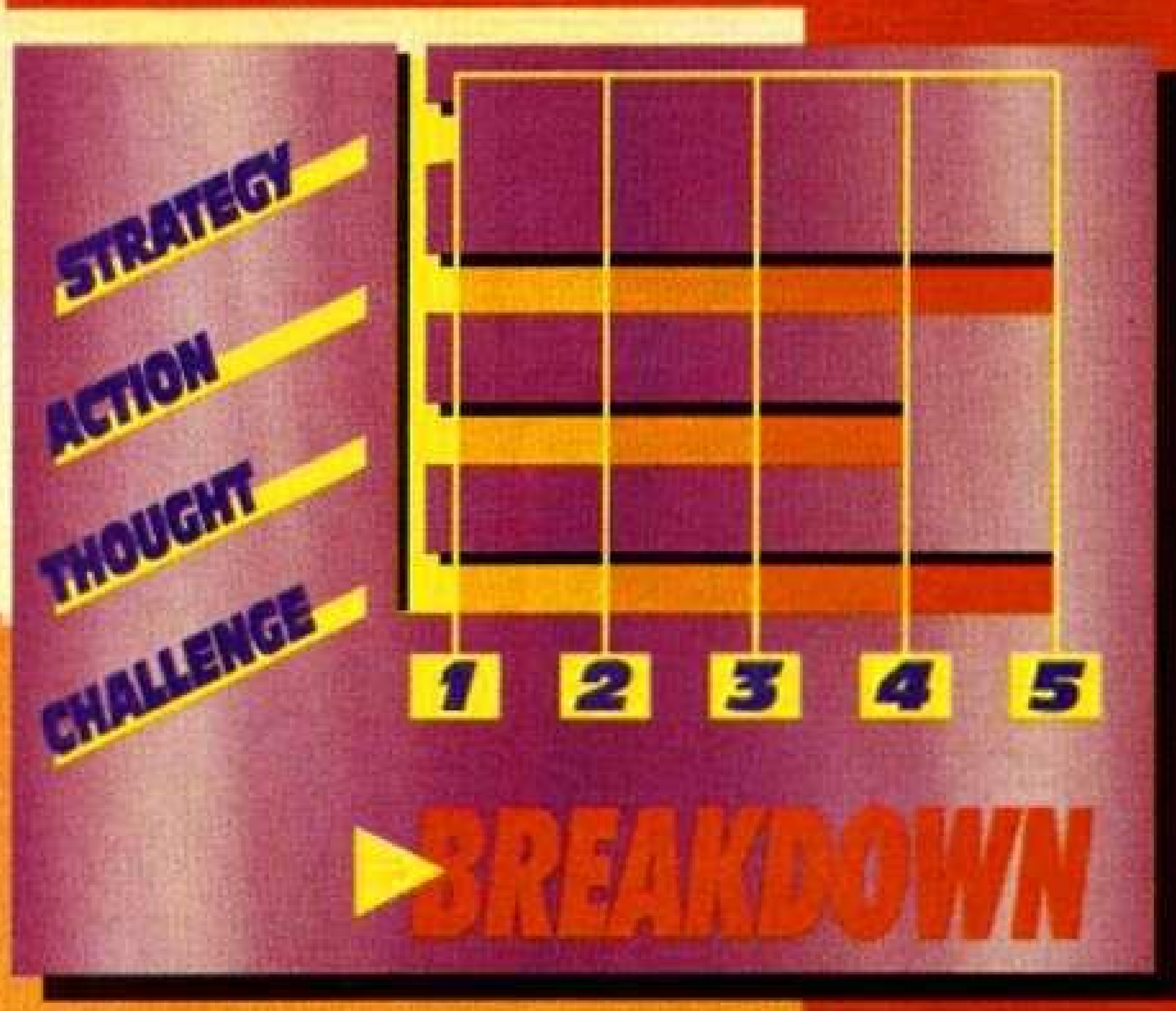
▲ Doesn't Mr Gimmick look just like Kirby, eh readers?



▲ Black things queued up for miles around to see Mr Gimmick's amazing celestial-body juggling act.



RATINGS



PRESENTATION

87

▲ Nice intros and intermissional map sequence.
-No options.

GRAPHICS

90

▲ Cute sprites, great animation and superb backgrounds. There's also a wealth of neat graphical touches.

SOUND

85

▲ Smart tunes add to the atmosphere and the effects are pretty bouncy too.
▼ However, the range of effects is somewhat limited.

LASTABILITY

93

▲ The levels are long and enormously challenging. This should take ages to complete, and once you've finished it you're still quite likely to go back to it.

PLAYABILITY

91

▲ Hordes of things to do, and the action is fast moving and very compelling.
▼ However, Monsignor Gimmique is rather slidey at the best of times.

OVERALL

A fine figure of a platform game for the slightly more experienced player. It's the most, Daddio.

91

REVIEW

SUPER NES

1 PLAYER

8 MEG

DRV GAME

MINDSCAPE PRESENTS
Outlander
LICENSED BY NINTENDO
PRESS START
©&™ MINDSCAPE INT. LTD 1992

PRICE: £39.95

BY: MINDSCAPE

RELEASE
JULY

CONTROL
JOYPAD

GAME DIFFICULTY
MEDIUM/ HARD

CONTINUES
AWARDED FOR PROGRESS

SKILL LEVELS
ONE

RESPONSIVENESS
SLOW

1ST DAY SCORE
10350

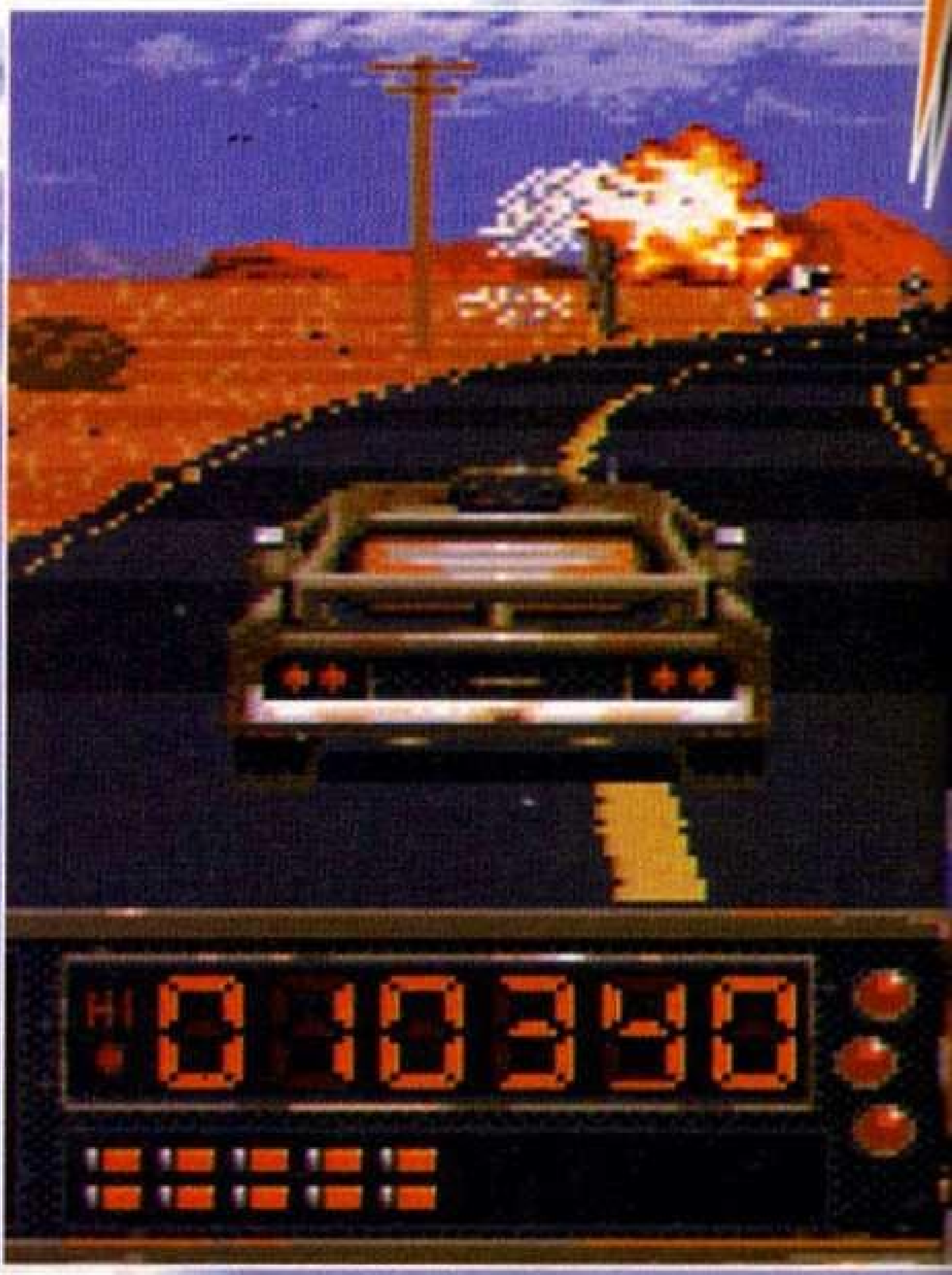
ORIGIN
Outlander acknowledges the successful Mad Max series' vision of the future. The gameplay is very reminiscent of Electronic Arts' Road Rash with Rolling Thunder-Style shoot 'em up sections thrown in for good measure.

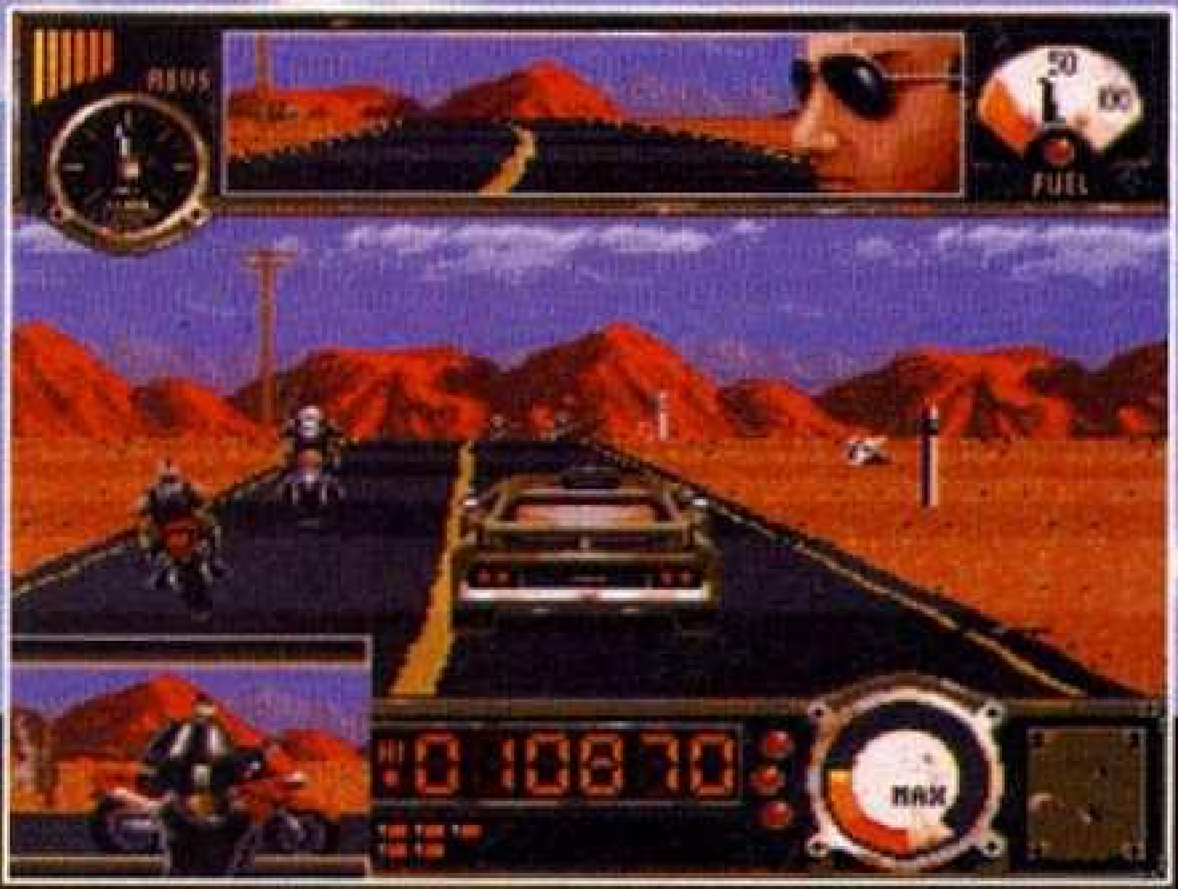
OUTLA

It is the future. Johnny Outlander has seen a lot of life. His days as a long-haired biker took him to many places and introduced him to a broad section of his country's population - well, the broad section that accounted for the nation's pub goers, anyway. This is of little consequence now, however, because Johnny made the decision to crop all his hair, sell his bike and buy a car - thereby disowning his heritage and most of his friends. This situation has given rise to Johnny looking for a decent job, and 'Private Detective' seems to fit his new look down to the ground.

Outlander gives the player control over Johnny during his first dangerous mission across the wastelands of the New World, as he scours the post-apocalyptic desert in an attempt to rescue a kidnapped scientist whilst fending off the unwanted attacks from the assorted bums and punks who inhabit the radioactive zone. Most of the game involves driving Johnny's car to his destination, fighting off his disgruntled ex-biker mates, before stopping off along the way to collect power-ups from small towns. There are twenty-eight such places in all and, although the road users and inhabitants couldn't care less about Johnny's mission, they're doing their level best to do him in and teach him a thing or two about loyalty.

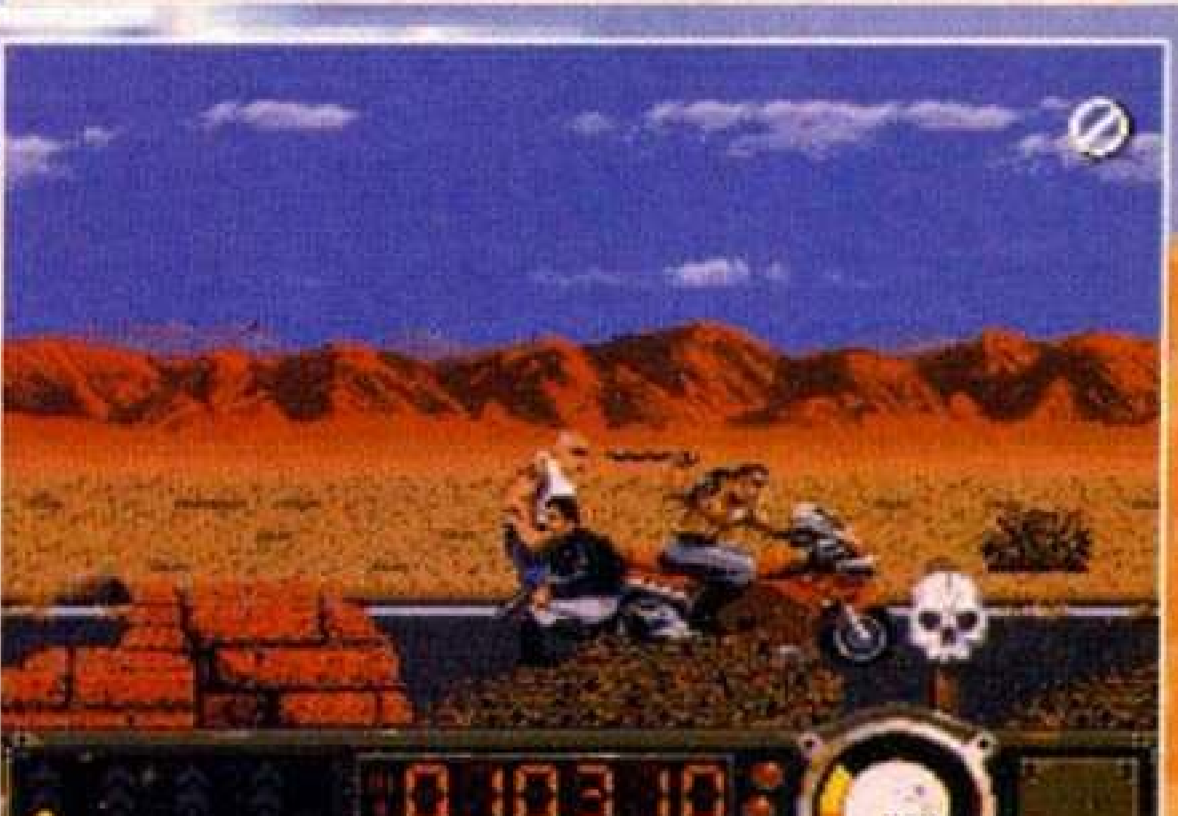
So, is Johnny worried? Is he chuff! He's armed himself with a couple of sawn-off shot guns, armed his three-geared jalopy with machine guns and a facility for the addition of surface-to-air missiles - just in case of 'accidents', you understand. What's more, he's packing a mean pistol. He's armed. He's ready. He's yours for the taking to rescue the prof!





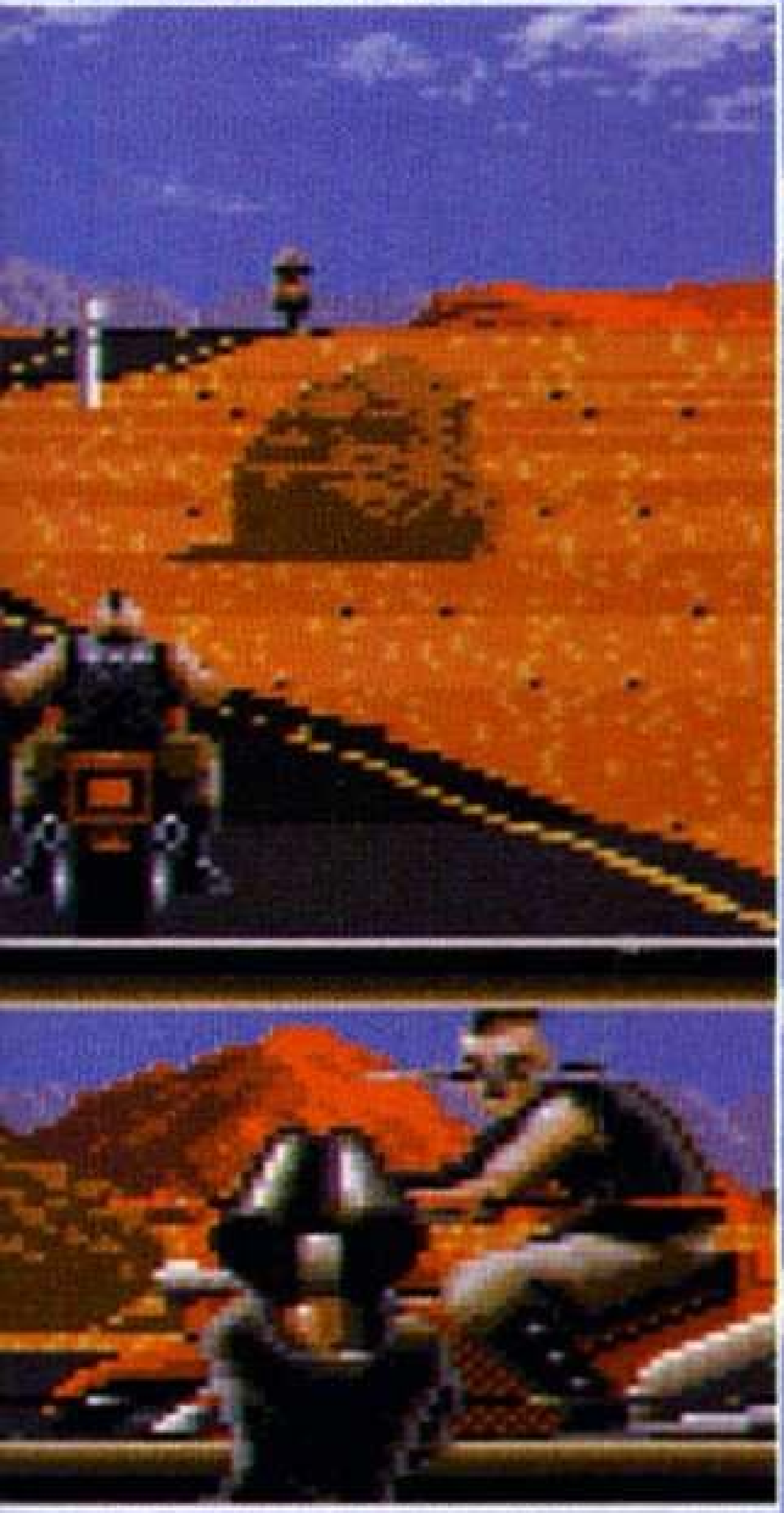
VILLAGE PEOPLE

There are often opportunities to replenish Johnny's energy outside the relative safety of the villages. Pulling into the side of the road always attracts attention from other road users - in this case, vicious bikers. These hardened hog-users swish swirling chains above their heads or, even worse, lob small bombs. Explosives also litter the ground in these sections, giving Johnny opportunity to exercise his running and leaping abilities. Gun-toting females also parade these stretches of road.



▲ Blow into this please, sir!

DER



▲ So, overtake me would you, eh? Meet my friends, Mr Smith and Mr Wesson! Gumph!!

FUEL
GAS
NITRO
CAR ARMOUR
S-A-M

SO, OVERTAKE ME WOULD YOU?

It is said that a person's nature changes quite drastically for the worse when behind the wheel of a car - Johnny Outlander being a good case in point. A frustrated motorist may arm his or her self with a few choice words, but Johnny favours two sawn-off shooters, surface-to-air missiles and a bumper-mounted machine gun! Johnny uses his artillery indiscriminately and enjoys making holes in anything and everything that moves.

IS THERE A HAPPY EATER NEARBY?

Time spent on the open road leads to tiredness and eye-strain, which is why it's advisable to take a rest every now and then. Unfortunately for Johnny, his face is recognised everywhere as the man who betrayed his friends. Consequently, he is dogged by overweight men in vests and 'rock chicks' armed with shotguns. The obvious course of action is to hop right back in the car and hightail it out of there, but the car's brakes are faulty causing Johnny's transport to alight some distance away. Whilst running these urban gauntlets, Johnny discovers various bits of scrap which he duly puts to use on himself and the car. These items include discarded water bottles, food and car ammunition, with the likes of SAM missiles and armoured jackets cropping up in the towns situated further afield.

BODY ARMOUR
CAR AMMO

▲ Icon fetishists fret no more. Get a load of these tasty babies. Available now at your nearest Halfords. Yuummoooga!

How To Control In the driving sections, the D-pad steers the car. The side-scrolling shoot 'em up sections employ the joypad to direct the left and right motion of Johnny Outlander.

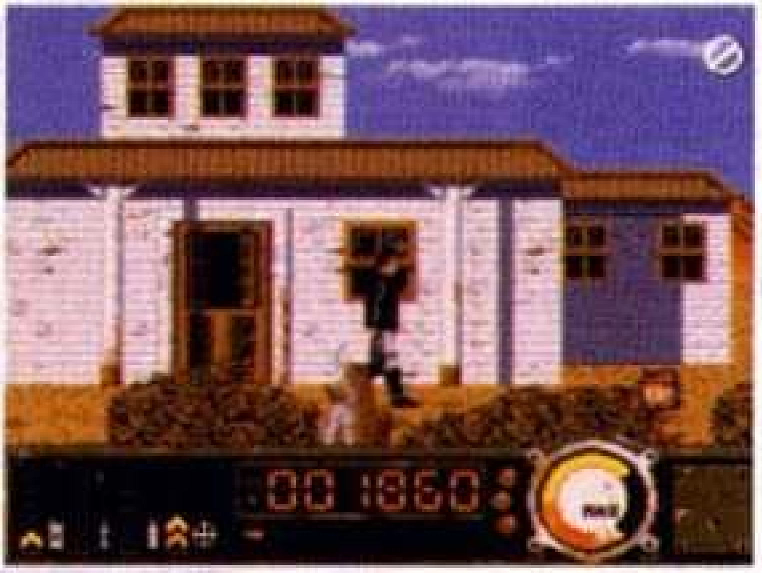
A	PUNCH/FIRE MISSILES
X	FIRE HAND-GUN/DECELERATE
B	FIRE CAR-MOUNTED GUN
Y	RUN/ACCELERATE
L/R	SHOOT FROM L/R WINDOW
S	**START:** STARTS/MAP SCREEN **SELECT:** PASSWORD SCREEN

How To Play Control Johnny through twenty-eight levels of driving and shooting. Collect the power-ups from the villages situated alongside the road ready for use during the frantic driving sections ahead. Continues and passwords are dependent on the number of sections completed.

COMMENT

PAUL

Basic is the operative word when describing this rather disappointing effort at a futuristic driving and looting mix. Not enough use is made of the Super NES' amazing capabilities in any area, especially as the backgrounds scroll around jerkily as the main car and the other road users drive through what is obviously treacle. What's more, there are twenty-eight levels in the game and, for the first seven at least, nothing particularly changes - not a thing. It's just the same old trees and roadblocks aplenty - and the same old bikers, too. As the game progresses there are the inevitable additional hazards in the way of helicopters, trucks and the like with surface-to-air missiles helping break some of the monotony - but it's all still very boring. The sideways-scrolling shoot 'em up sections are very basic indeed and the poor response of Johnny Outlander lets the game down badly here. It all looks so poor, too. If this game had some of the rough edges trimmed, the ideas found within may have had the chance to shine. Encased as they are, though, in the confines of terrible graphics, bad sound effects and restricted gameplay, they never impress. A good attempt but, in the end, one to steer clear of. Most people prefer quality rather than quantity and Outlander has plenty of the former but is sorely lacking in the latter.

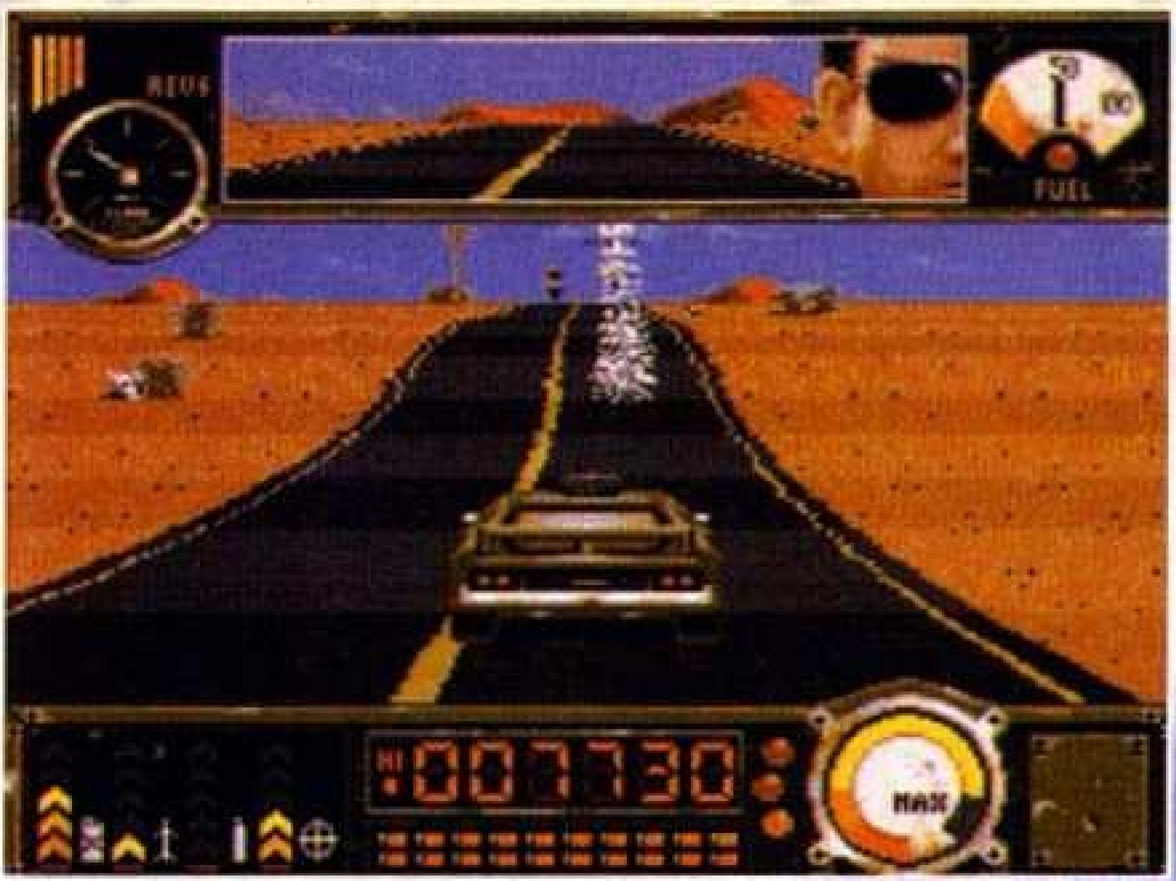


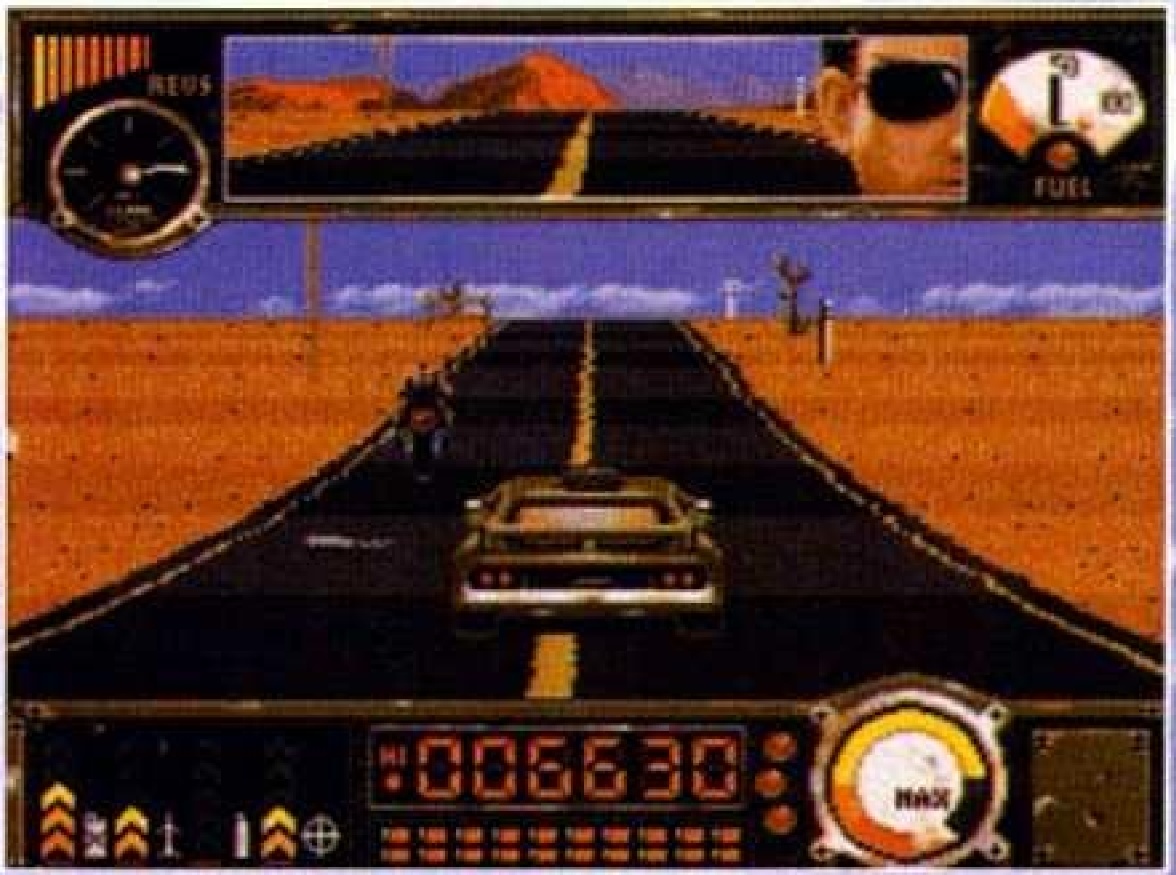
A hidden Icon yesterday.

COMMENT

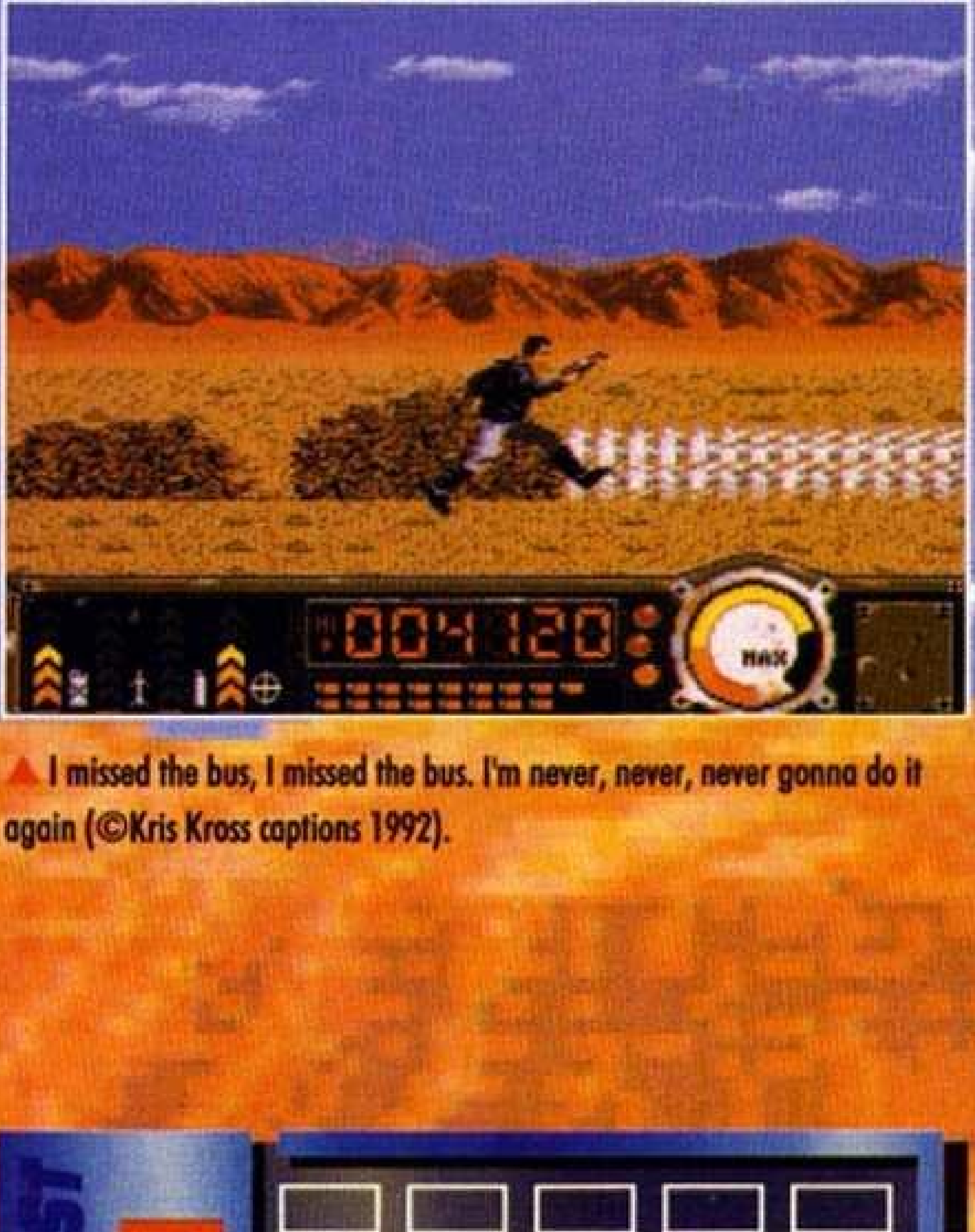
STEVE

Whilst Outlander boasts some very nice ideas, its overall presentation and lack of playability kills off any wish to explore its twenty-eight levels. Initially, Outlander proved a playable, if frustrating, Roadblaster variant, and I was particularly impressed by the use of the left and right buttons on the joypad to pick off bikers who came up alongside the car. However, minor neat touches like this pale into insignificance as the jerky screen update and dodgy graphics and sound start to annoy. Admittedly, there is always a lot going on in the game, but the stilted movement of the road as the car passes over it negates any feeling of speed or excitement. I'm not sure if Mindscape were trying to do too much in their plans for Outlander, but the resulting effort is a game which fails on virtually every count. Graphically it is rough, the sound is dull and annoying, and the repetitive nature of the gameplay ensures that there's no real urge to continue. I wish there was something I could recommend about Outlander, but there isn't. Oh, apart from the ability to shoot people as they try to overtake, but that doesn't really warrant the asking price does it?

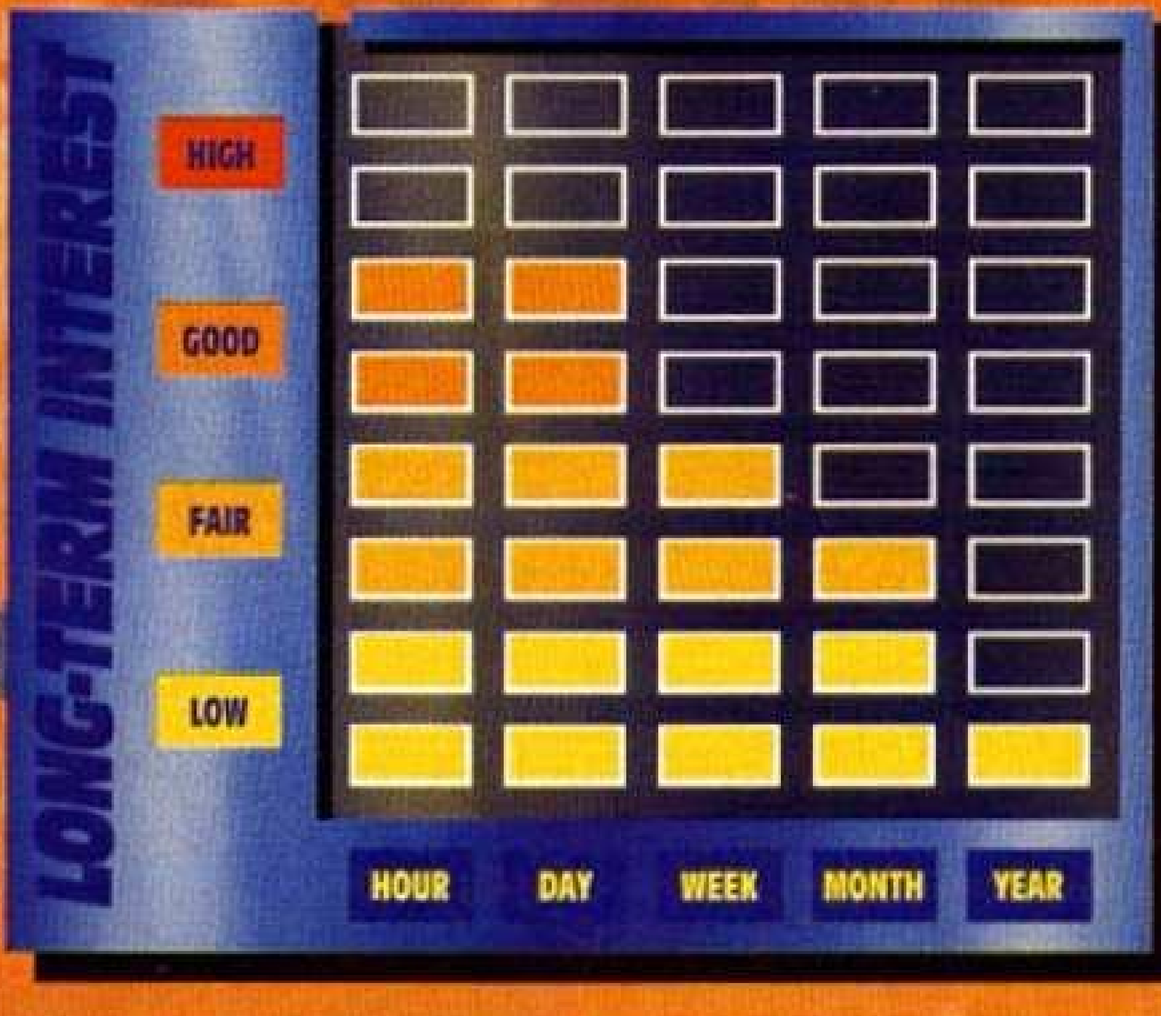




As the SAM missile flies out of the window, Johnny Outlander checks that his parting is straight.



I missed the bus, I missed the bus. I'm never, never, never gonna do it again (©Kris Kross captions 1992).



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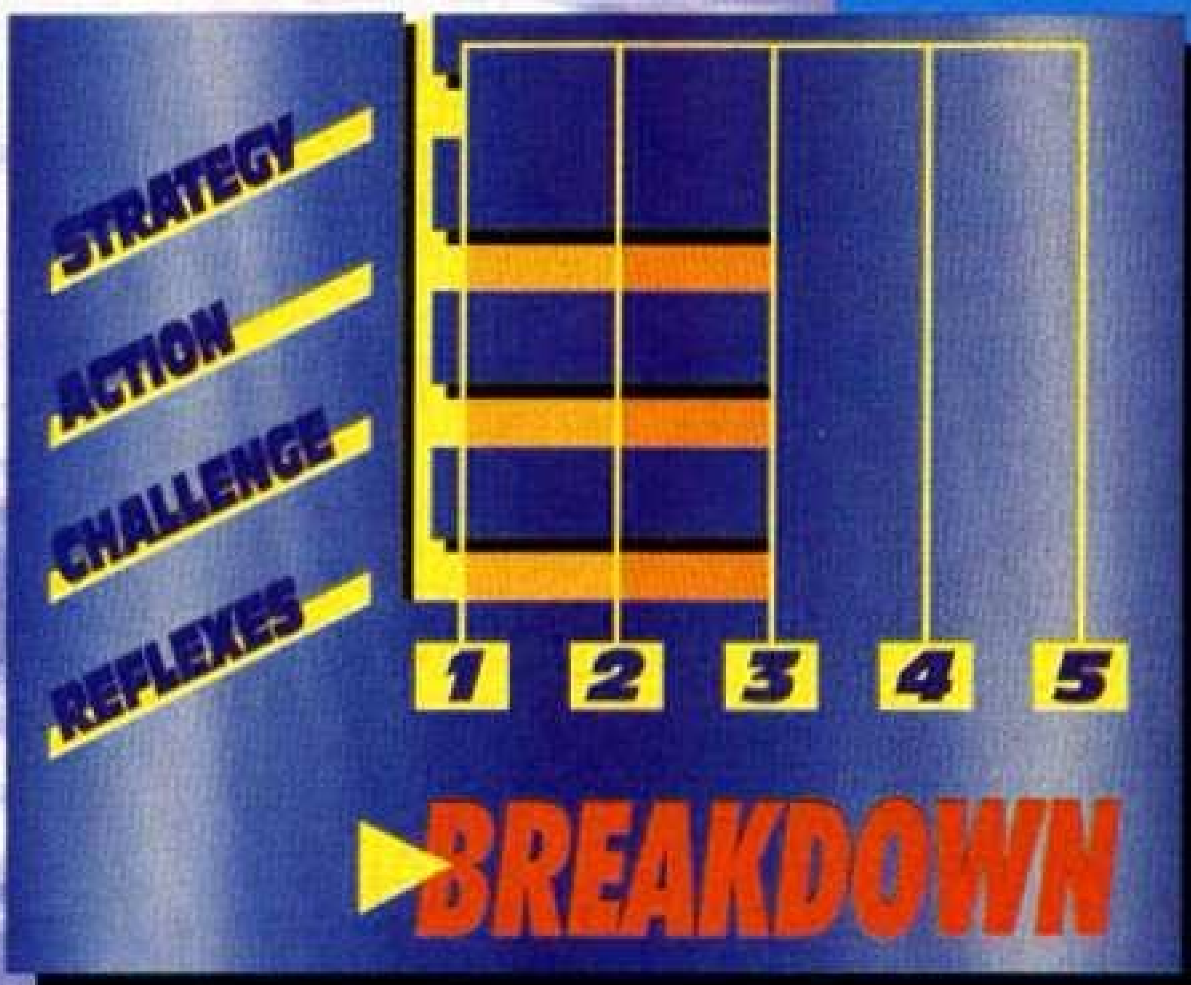

PRESENTATION

67

▲ The password facility prevents the twenty-eight levels from becoming too daunting.

▼ Elsewhere things are less pleasing with a basic title screen and a short demo of what to expect.

GRAPHICS

76

▲ Seeing the driver's head in the mirror is a nice touch, as is the use of the left and right windows as shooting galleries.

SOUND

73

▲ Good spot effects in places.

▼ Two tunes work in rotation: one for the driving sections, another for the sideways-scrolling beat 'em up areas. What's more: they're dirges.

PLAYABILITY

68

▲ For some reason, the idea of the game keeps you coming back for a while...

▼ ...Only to discover the reason you left it in the first place. It's boring.

LASTABILITY

80

▲ With twenty-eight levels, this is guaranteed to take a while in completing.

▼ However, a lot depends on how much patience you have as to how much of the game you want to see.

OVERALL

72

Some nice ideas presented in a poor way. There are plenty of other driving titles worthy of consideration over this, and even more satisfying shoot 'em ups and platform games.

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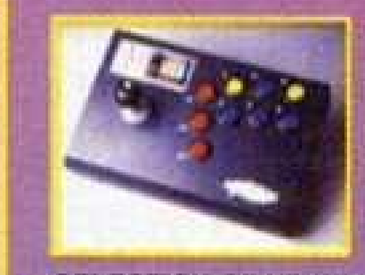

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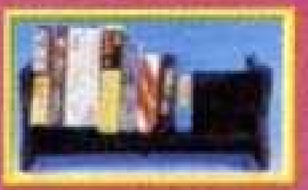

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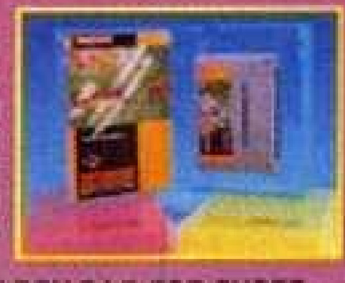

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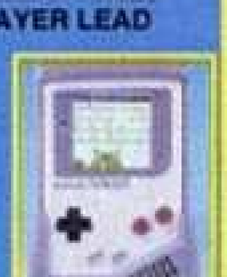

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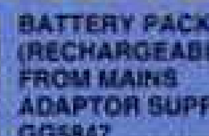

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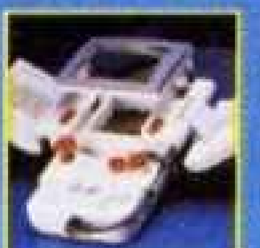

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INTER ACTION MAILBAG

Arf, arf! It's SEAL time again, as all that's good about aquatic wildlife is bought to the hallowed pages of NMS. Unlike the boring creatures Terry Nutkins talks to, SEAL is witty, intelligent, wise on all matters of fish, and never dull. Sadly, though, it seems we have caught him on a bit of a bad day. Forget witticisms about this and that, it seems that one too many letters about when the colour Game Boy and CD unit are coming out has passed beneath his whiskery nose. Oh well, c'est la vie as they say. He'll be back in a better mood next month, so drop him a line with any questions which may be causing you sleepless nights, sending them to: I ABSOLUTELY PROMISE THIS DOESN'T ASK ANYTHING ABOUT THE COLOUR GAME BOY OR CD UNIT MAILBAG, NINTENDO MAGAZINE SYSTEM, Priory Court, 30-32 Farringdon Lane, London, EC1 3AU. A rather nice NMS T-shirt goes to the best letter received, by the way...

CANNY SHELLSUIT

Dear SEAL,

I bought Super Smash TV for my Super NES and took it over to my friend's house for a two-player game. To my astonishment, the men started running to the first stage whereupon they both stopped and nothing else happened. We were playing using the cheat, and it always works on my machine, so why did it happen on my mate's? Also, I borrowed Pilot Wings the other day and found it ridiculously easy and rather slow. What's your opinion on the game?

Stuart Morgans, Dunstable

SEAL:Dunno, really. Are both your machines PAL systems, or does one of you own a Japanese/US Super NES? Are you both drinking strong tea? Do you ever turn up wearing the same clothes? The possibilities are endless...

CRIES LIKE A GIRL

Dear SEAL,

You know when you're about sixteen, a teenager, and you're about to do your finals? Well, every other weekend villagers from other areas come over to our turf and roughly eighty percent are females - all of whom are very fanciable. However, in contrast to their clear skin and beautiful looks, I look out of place with a cluster of spots on your chin. There's one particular girl who, during school, I look at her every time I have a lesson with her. Our eyes have often met, and I think she's looking at me, too. I've almost drowned in her deep blue eyes. Wow!

You must be able to give me some advice on this subject, as I'm not exactly a pro at this sort of thing.

Thanks for listening,

Chris Jones, North Wales

SEAL:Here's what to do: go up to her and say, 'Listen, Doll, this is for you.' On doing so, slap a large - medium priced - piece of haddock on her desk and look her straight in the eye. After this, say 'and there's more where that came from, honey.' Before walking off coolly back to your desk. It always works for me.

DUFF KNEE

Dear SEAL,

I am writing to you a letter of complaint and suggestion. First, I think it's sexist that there is a Game Boy but no Game Girl, and whilst games like T2 are very good, why aren't there any games based on the likes of China O'Brien, who is a martial arts pop, for girls? Secondly, I suggest that there should be games for girls about pop groups like Take That who are very popular with British girls right now. An idea for the game could involve finding the members of the band and getting them back to their concert on time. There could also be several of their tunes played throughout the game.

I also think a Baywatch game could be good, where you are a rookie and are set tests which must be passed to become a lifeguard. This idea could do well with both boys and girls.

Lana Baillie, Calderwood

SEAL:Hmmmm, well there has been a Barbie game but past experience reveals that 'Games For Girls' have always flopped. As for a Take That game, what about when they aren't famous any more? I mean, I'm sure Mr Ocean or whoever doesn't want 20,000 copies of a Take That game when their fame runs out in August! Mind you, the prospects for a series of Game Girl games are endless: East 17 - The Search For Talent; 'Act' With Luke Perry; and, oh yes, Girls: Learn To Drive Properly. Ahhh, just wait for those letters to come rolling in...

STREET FIGHTER II

▲ Only one pic this month? Well, that's 'cos the rest were a bit sad. Get drawing!

SUCCESSION OF CRAP HAIRCUTS

Dear SEAL,

In issue 5 you said that Street Fighter 2 is coming out for the NES. Because of the number of moves, will a special pad be required, as the NES pad only has two buttons. Also, when is it going to be released, and how close to the Super NES game will it be?

Michael Fenn, Nottingham

SEAL:Hold on, what am I, Doris Stokes or something? Capcom US is handling the NES version of SF2 and absolutely nothing has been leaked from their hallowed corridors. Guessing, though, which is all that is possible at this stage, either Capcom will scrap the three strengths of punch and kick and opt for a more simple beat 'em up idea with special moves, or they could release a special stick. Then again, I am only guessing..

I LUV SPAGHETTI, ME

Dear SEAL,

I don't believe it (to quote Victor Meldrew). I can only hope that you were pulling our perambulatory limbs when you wrote 'Price: £64.99' in the Star Fox review. If Mr Yamauchi (the President of Nintendo) thinks he can charge us another £25 on top of the already ludicrous prices for some new chip, he can just go and swivel on a specially-sharpened pencil. I mean, let's face it, the base price of forty pounds is ridiculous - American carts cost the equivalent of £20-25. But to charge extra spondoolicks for Starfox is completely unjustifiable. The Super FX chip cannot possibly cost that much more - in some mags a few months back, they were saying it should only cost a fiver more.

It's not as if it's new technology either, as far as I know it only boosts the system to 32-bit level (I got this info from the early specifications on the chip, so please put me straight if I'm wrong), and this processing power has been around for years in the PC world, and already 64-bit home PCs are fairly common. It's not even as if they can say "but that's a totally different system, consoles are set up in a different way and it's taken us longer to work it out', because, although there are some differences, the extra pin connections on the cart's ports have been there since the console was released. Two years ago - so Nintendo obviously had an idea how it was going to work then.

I am sure that many other Super NES owners feel the same (and many more parents who have to buy such games for their kids), and I only wish that there was some way that I could help the Office Of Fair Trading when they take Nintendo to court. I hope with all my heart that the price of normal games will be reduced to thirty quid, and special games likes Street Fighter II and Starfox, maybe priced slightly higher at, say, forty to forty-five quid. That would be fair.

Sorry for not asking stupid questions like 'when is the colour Game Boy coming out', or something daft like 'Sega are crap and live in a bin - hahahaha!', but I really had to get this off my chest.

P. Morror, Willington

SEAL:Whoa, Neddy! For one thing Starfox - which is now called Starwing, folks - is set for a May release at a very reasonable forty quid, which is considerably more affordable than the £100+ prices we have seen import versions of the game selling at. There's no arguing that cartridge games are expensive, but bear in mind that a lot of work goes into them, and that with a growing user base games are bound to be slightly costlier until enough carts are being sold to allow the company to consequently reduce their prices. A massive uproar is raging around the price of Nintendo carts as we speak, and I should imagine that, within the year, there will be a reduction - even if it is a slight one - on carts.

NEWKY BROON, WAITER

Dear SEAL,

I have bought every single copy of NMS and I think it is excellent, but I am noticing that you are gradually shutting out the Game Boy and NES. Most of your mag is about the Super NES, but what good is that to people who don't own the machine? Your first and second issues had a good assortment of stuff in them, but since then the Super NES has taken over. Ok, so the Super NES is far more popular than the other two, but there are still people out there who own NES and Game Boys and want to read about new stuff for them. Could you start by reviewing a few more Game Boy titles. Also, how about a few more fab pressies for the front of the mag, the last was in issue 4?

Nathan Jennings, Felixstowe

SEAL:Yep, we thought, 'blimey quite a few of our readers own NES and Game Boys, let's really get their goat by stopping reviewing stuff, that'll be a laugh!' Of course we're not dumping them! It's just that the supply of NES software is a little slow, but only this month we have a real cracker in the form of Ocean's Puggsly's Scavenger Hunt which is well worth a shufty. As for reviewing a few more Game Boy titles, I take it you haven't seen the round-up we run virtually every month. There's no way we can dedicate three or four pages to every Game Boy title, and this is the perfect way of making sure we review a good selection. as for freebies, wait and see...

SEAL OF QUALITY
NMS
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ALWAYS SCRAPPING

Dear SEAL,

I am writing to comment on the controversy over the epilepsy related towards Nintendo and Sega. Firstly, I wonder why, all of a sudden after one report, many other cases have appeared (copycat technique?), and my second point is that if a child was to discover he or she did have an epileptic problem, surely it is safer to realise this sitting in an armchair rather than being completely ignorant of his problem until he starts to drive? If he was to travel down a motorway, something like a repeated patterns like orange cones could have the same effect as Rainbow Road on Mario Kart. A valid point, perhaps?

Dougal Ziegler, Cheltenham

SEAL:Although we cannot deny the serious nature of the possibility of such attacks, the whole epilepsy thing was blown way out of proportion. And, yes, I dare say the vast majority of people coming out of the walls with similar claims were trying their luck - that happens with any sensationalist stories. I bet if someone wrote a piece saying: 'Have you had a headache after scratching your bum?', several people would ring up saying, 'Ooh, it's funny you mention that...' Some people, eh!

NEVER TO BLAME

Dear SEAL,

Did you see that World In Action about the damage computer games do to children? What a load of rollocks! First of all, those kids were making the most stupid comments, which surely must have been prompted: "if I didn't have my Super NES, I'd probably shoot myself!' Chinny reck-on. What kid would say something like that? They then showed the kid who had an epileptic fit playing UN Squadron, whilst his mum sat next to him wearing a Gamesmaster T-shirt - a really concerned parent, there! Some bloke even suggested that no kid ever plays a video game 'just in case' they're epileptic. I'm not going to labour the point, but it seems these programmes cause parents to inhibit childrens' fun for no reason.

Ryan Krum, Chichester

SEAL:Wow! You come from Chichester! Dep Ed, Steve Merrett, hails from there you know (interesting trivia number 1)? Yup, the World In Action programme was a rather unfair prog to say the least. But what made us laugh the most was when the interviewer asked the kid whether he tried to copy the Street Fighter II moves! And we thought Steve Merrett was the only person who tried to perform Chun-Li-style Spinning Bird Kicks!

USED TO BE GOOD

Dear SEAL,

I read your Interaction Mailbag every month and I enjoy it loads, but not many NES owners are in it. Is it that there are no other NES owners, or do you just never print their letters. I am new to your mag and have only seen the last two editions, but why aren't there more NES reviews? I think I speak for all those NES owners when I say - WE WANT MORE!

Tony Chapman, St Ives

SEAL:No. I refuse to go through this again. See the letter somewhere above. End of story.

SEE YA!

Q+A
READER SYSTEM

Wh-o-o-o-sh go the letters as they pour through NMS Tower's mailbox. Gr-o-o-o-an goes a minion as he drags them up to the penthouse offices. R-i-i-i-p goes the letters as they're torn open. Wh-i-i-i-r goes Jazza's brain as he answers them. Yes, it's question time again as you write in with your queries, and Jazza comes up with the answers to them all. If you've got anything you want to know, write in to: HELP! CALL CAPTAIN BERONKO OF THE CHEESE POLICE Q+A, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Q MR BENN

Dear Jaz,

Please answer my questions as they have been troubling me for weeks:

1. Is it possible to use the Nintendo Power Glove with the Super NES?
2. On Super Mario World, I can find 94 levels, but not the other 5. Please print a map detailing where they all are.
3. What is the release date for Street Fighter 2: Turbo Edition?
4. My mate says that SF2 was the first game released for the Super NES, but I reckon it was Super Mario World. Please put him right.
5. Is Blanka a girl?

Grant Furniss, Rotherham

A

JAZ: 1. No. 2. Why not? If we have enough demand, we'll definitely do it. 3. See my longer answer about this below. 4. When the Super NES first appeared, four games were launched at virtually the same time: Super Mario World, Pilotwings, Final Fight and F-Zero. 5. Yes.

◀ QA Action

Q POGLE'S WOOD

Dear Jaz,

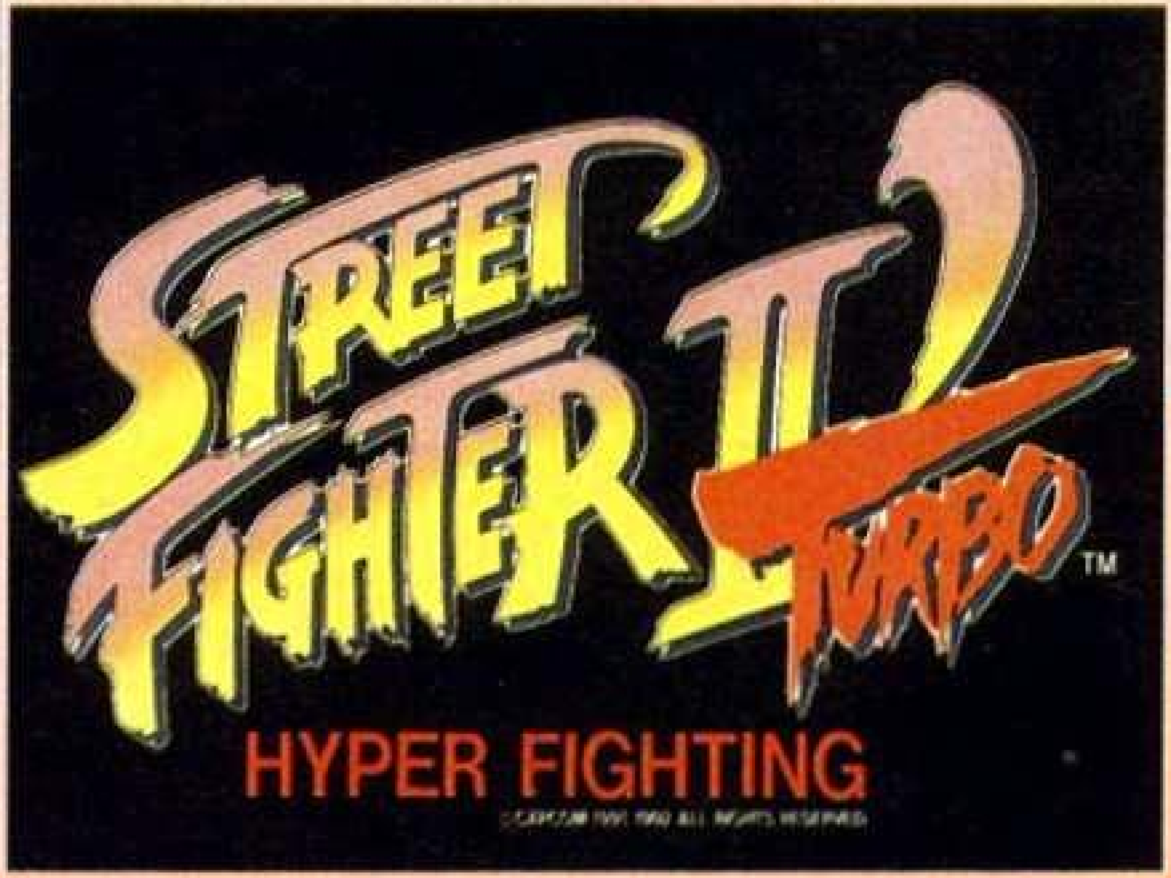
I have a handful of questions for you:

1. Will WWF 2 have Steel Cage matches, Battle Royales, special moves, and better range of wrestlers?
2. I used to own an NES and had an excellent wrestling game called Tecmo World Wrestling. Are there any plans to release it for the Super NES?
3. In issue 6, you said that Tiny Toons is the best platformer for the Super NES. If it is, why did you give it 93% instead of 98-99%?

Nick Johnson, Berkhamsted

A

JAZ: 1. I hope so - there's certainly plenty of potential there for an utterly brill wrestling game. 2. No. 3. I didn't give it those marks - it was Paul who said that. It certainly is one of the best platform games around, but personally I think Super Mario World is still THE greatest.



Q BOD

Dear Jazzaman,

Could you please answer these questions:

1. In SF2, is Balrog really M. Bison?
2. What should I buy? Super Star Wars or Mario Kart?
3. Is there ever going to be an adaptor to play Megadrive games on the Super NES?
4. When will Zool be released on the Super NES?

James Gillen, Letterkenny

A

JAZ:1. In the Japanese version of the game M. Bison is the boxer, Balrog is the Spanish guy and Vega is the end boss. In the English version Vega is the Spanish guy, Balrog is the boxer and M. Bison is the boss. 2. Good though Star Wars is, I'd personally go for Mario Kart 'cos it has more lasting appeal and fab two-player options. 3. I very much doubt it. 4. Not for a while yet - possibly in the summer.

Q FINGERBOBS

Dear Jaz,

Please could you answer the following Super NES-related questions for me:

1. What should I buy out of Super Star Wars or Starfox?
2. Road Rash is a well ace Megadrive game, but is it coming out for the Super NES?
3. Are there any fighter plane games coming out for the Super NES?
4. Will we see any Mario games on the Super NES CD unit?
5. What are your views on Desert Strike, and will there be a sequel?

Jamie Hughes, Midlands

A

JAZ: 1. Cash depending, I'd probably go for Starfox. 2. It's not on EA's schedule yet, yet they are planning it. 3. F-15 Strike Eagle is coming out later on this year and F-17 is scheduled for early next year. 4. Most definitely. 5. Desert Strike is great. The sequel, Jungle Strike, is soon to appear on Megadrive, with a conversion following some months later.

▲ QA Action

MARY, MUNGO AND MIDGE

Dear Jaz,
1. How do you enter SF2 codes without using an Action Replay cart?
2. When is Street Fighter 3 coming out?
3. Will Sonic be released for the Super NES?
Jonathan Allen, Worthing

JAZ: 1. You can't. 2. The arcade game should appear at the end of the year. 3. No. Don't be silly.

ANDY PANDY

Dear Jaz,
1. Is there such a thing as Street Fighter 2: Turbo Edition?
2. If so, what's different about it, and will it be released for the Super NES?
3. Is there going to be a Mario Kart 2?
4. Will Football Frenzy come out for the Super NES, and if it does will it be as good as the Megadrive one?
5. Is there such a thing as a keyboard for the Game Boy?
Thanks very much,
Kenny Pierce, Kettering

JAZ: 1. Yes, but only in the arcades. 2. If you mean Turbo Hyper Fighting, that's official, with tweaked characters and new moves. There are versions though, with names like 'black belt' and 'hyper champion' - all pirated and totally unofficial - that feature sped up gameplay and allow you to do different things like change your character halfway through a game and fire hurricanes in mid air. Since they're not official, they won't ever be be released on Super NES. 3. I hope so - but nothing has been announced yet. 4. No. 5. No.

KO
DHALSIM
41
E HONDA
Запрещается смотреть

TALES OF THE RIVERBANK

Dear Jaz,
Please answer the following:
1. What's your favourite Game Boy game?
2. How would you rate Tiny Toons on the Game Boy?
3. Will the following be released for the Game Boy: Sim City, Mario 3, Lemmings 2, Push Over, UN Squadron?
4. Why Gary Harrod?
Henry Forster, Altofts

JAZ: 1. Tetris. 2. It's great - nearly a 90% game. 3. Sim City and UN Squadron definitely won't appear. The other three might, but no release dates have been announced yet. 4. Because.

CRYSTAL TIPS AND ALISTAIR

Dear Jaz,
Please answer the following:
1. Do the batteries ever run out on games - ie. Mario World or Zelda 3?
2. Why haven't you kept some of the old Mean Machines ideas like Yob or the 'Remember Kids' bit at the start of Editorial?
3. Which is the best and second best out of Street Fighter 2, Starfox, and Mario World?
4. If the Super NES CD definitely going to be released in the UK?
5. Will there be a Zelda IV?
6. Are EA releasing a console of their own?
Thanks a lot,
Matthew Oakes, Doncaster

JAZ: 1. Eventually, but it'll take years and years. 2. Because NMS now has its own equivalents. 3. I personally rate them in this order: SF2, Super Mario World and Starfox. 4. Yes - but don't ask me when. 5. Quite probably, yes. 6. Yes, in association with Panasonic. It's called 3D0.

▲ A moment of Zelda III boss-related action yesterday.

TRUMPTON

Dear Jaz,
I have a few questions for you which I hope you can answer:
1. Is there any possibility of Elite coming out for the Super NES, and if so will it use the Super FX chip?
2. Does having the Super FX chip inside the cart really make it cost £15-25 more, or are Nintendo just looking for an excuse to push the price of the game up?
3. Do you have any more info on the F-17 flight sim currently in production?
4. Finally, is the arcade game, Street Fighter 2: The Alpha Edition, an official release or a pirate?
Thanks for all your time,
Danny Goodwin, Congleton

JAZ: 1. Not at the moment - but it would be absolutely brill if it did. 2. No, the chip is very expensive to produce. 3. No. 4. It's a pirate.

CAMBERWICK GREEN

Dear Jazzy Baby,
Please answer my questions...
1. I really like the look of both Star Fox and Super Star Wars, but don't know which one to buy. What do you recommend?
2. I've heard that Pilot Wings 2 and F-Zero 2 will use the Super FX chip. Is this true?
3. Is there going to be a Zelda 4 on the Super NES? I really love the Zelda series and I'm even going to buy a Game Boy for the handheld version.
Clark Wiseman, Banbury

JAZ: 1. I've already answered that one above. 2. There's a rumour about it, but no hard facts are available at present. 3. I should think so - but nothing has been announced as yet.

HELLRAISER II

Dear Jaz,
Please answer these Game Boy questions:
1. What do you think is the best game for the Game Boy?
2. Is Game Boy Zelda any good?
3. What's the worst-looking game for the Game Boy and why?
4. Out of the two Home Alone games which is the best?
5. Are any of the following coming out for the Game Boy: Street Fighter 2, Pilot Wings, Bart Vs The Space Mutants, NBA Basketball, or Lemmings 2?
6. Which is the best out of Bubble Bobble and Bubble Ghost?
Ian Curr, Uphall

JAZ: 1. Tetris. 2. Yeah, it's brill. 3. I suppose Centipede is the worst-looking Game Boy game around. Even though the game itself is quite good fun, the graphics are just blobs. 4. None of them - they're all absolute rubbish. 5. No, no, maybe, yes, maybe. 6. Bubble Bobble by miles.

Q+A

READER SYSTEM

HECTOR'S HOUSE

Dear Jaz,
Could you please answer my question:
1. Will Final Fight ever be released for the NES? If so, when?
2. Will there ever be a converter which allows Super NES games to be played on the NES?
3. Is there going to be a Mario IV for the NES?
4. Is Super WWF coming out for the NES?
5. Is Mario Pants a game, or just a joke?
6. What is the release date for SF2 on the NES?
7. What score would you give NES Joe And Mac?

Kevin Watt, Glasgow

JAZ:1.Yes, under the name Mighty Final Fight, sometime around August hopefully. 2. Nope, it would cost far too much - more than an actual Super NES. 3. No news as of yet, but probably. 4. No, but Acclaim are working on another WWF title. 5. It's a game around the office, that's for sure... 6. There isn't one as of yet. 7. Ooh, 76%

ORM AND CHEEP

Dear Jaz,
Please answer these Super NES questions for me:
1. Is Mario V coming out for the Super NES and, if so, how much will it cost?
2. Are the price of Super NES games likely to come down?

Anthony Blaney, Chelsea

JAZ:1. Quite probably - but it's all top secret at the moment. 2. Not at the moment.

THE HERBS

Dear Jaz,
Please answer these for me:
1. What games are planned for use with the Super NES mouse?
2. Are the following scheduled to come out, and will they use the Super FX chip? Stunt Island (mouse control), F1 Grand Prix, Dungeon Master (mouse control), and other Populous-style games for use with the mouse.
3. Are the new Super Scope games dross or fab?
4. Are there any more games planned for use with the four-player adaptor?
5. What is your favourite Super NES American Football game: Madden 93, MVP Play Action Football, or Pro Quarterback?

David Moffatt, Malliag

JAZ: 1. King Arthur's World, Sim City and Mario Paint. 2. No, no, yes (no Super FX chip) and Power Monger (no Super FX chip, and the game will be released in Japan first. Whether or not it'll ever officially appear in this country is anyone's guess). 3. They're Ok. 4. Bomberman '93 and Jimmy Connors' Tennis. 5. Madden's is the best of a bad bunch.

RAG,TAG AND BOBTAIL

Dear Jaz,
If your mag is so smart, answer these questions:
1. If I bought Mario Paint, would the mouse work with Lemmings?
2. How do you beat Ireland in Super Soccer?
3. When will Ranma come out on the Super NES?

Henry Howe, No Fixed Abode

JAZ:1.No. 2.Score more goals than them. 3.It's out on import, but an official release should be out by September.

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PLAYER
ENEMY
TIME

PLAYER
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SCARAB
B V S

▲ QA action

シャンプー
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一時停止

CHIGLEY

Dear Jaz,
Please answer these questions for me:
1. Is there a printer for the Super NES?
2. Is there going to be a price war between Super NES and Sega games?
3. Will Lemmings II be coming out for the Super NES?
4. On your game index why don't you give the prices, too?
5. Why aren't there any decent Footy games for the Super NES?
6. Are any Dizzy games coming out for the Super NES?
7. Which is better: Starfox or SF2?

No Name Given, Somerset

JAZ:1.No. 2.Prices will come down, but not because of any 'war'. 3.There's no news, but if anyone gets it, it'll probably be Sunsoft. 4.Too little space, I'm afraid. 5.Because no one's cracked it yet, probably... 6.Possibly, but not just yet. 7.Both are excellent, but Street Fighter II has slightly more lasting appeal, so I'll plump for that.

PLAY AWAY

Dear Jazza,
You're obviously a cool guy who knows what he's on about, so do you think you can handle these little posers:
1. Which is the best Tennis for the Super NES?
2. How much will the CD cost?
3. Is Rival Turf worth the plastic it's made from?
4. Home Alone isn't is it?
5. After your ace review of Star Fox, I would like to know when it is going to be released.
6. Do you want to buy some SF2 comics?
No Name Given, No Fixed Abode

JAZ:1. Super Tennis 2. There is absolutely no news on the CD - and still no price. 3. Not really. 4. Nope, nor the sequel. 5. Early May. 6. No.

FLAK
SKINNY
61ST

RAGTIME

Dear Jaz,
Please answer the following:
1. Is Mortal Kombat coming out for the Super NES?
2. If so, when and how much?
3. Will it be any good?
4. Are there any other good one-on-one beat 'ems up coming soon?
5. With the exception of Zelda III and Soulblazer, which is the best arcade/adventure for the Super NES?
Thanks very much,
Luke Dowsing,
Nottingham

JAZ:1+2.Yes, Acclaim are planning to release it later this year. It'll probably cost the usual £45. 3.It's too early to say. 4.Check out Jaleco's Tuff E Nuff, that's rather smart. 5.legend Of The Mystical Ninja is a hoot, give that a go.

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2800

GIDEON

Dear Jaz,
Please, please answer my questions:
1. Are there any really brilliant shoot 'em ups for the Game Boy apart from Alien 3?
2. Is Game Boy Contra a sideways-scroller or is it viewed from above?
3. Have you any more news on Mario Pinball?
4. Are there any cheats for McDonaldland on the NES?
5. When are Bubsy The Bobcat and Mr Nutz coming out?
Sukhdip Mander, Letchworth

JAZ:1.Yes, loads. Take a look at Parodius, Nemesis, or R-Types I and II. 2.Sideways-scrolling ahoy, matey. 3.Not the conversion, no. But the table is out and about now if that's what you mean. 4.Not as of yet. 5.Bubsy is set for an August release,with Mr Nutz delayed until next year.

DR KILDARE

Dear Jaz,
Firstly your mag is brilliant. Please answer these questions.
1 I am selling my NES to get a Super NES. Please could you tell me what to get, the Super NES with Super Mario World or the Super NES with Streetfighter 2, as the Streetfighter 2 is £30 more!
2.Are Super Mario World and Super Mario Bros IV the same game?
Please answer these questions as I am very confused.
Jonathan Hayward,

JAZ:1.If you're planning on buying Streetfighter anyway, it works out best to get the Streetie pack.
2.Yes indeed.

KO
KEN
85
DHALSIM

▲ Oooh! Shut that door Everard! Get her etc...

DRILLER KILLER

Dear Jaz,
Please answer the Super NES questions:
1. What do you think is the best game for the Super NES?
2. Is Player Manager coming out for the Super NES, and, if so, when?
3. When is Tiny Toons coming out officially and how much will it cost?
4. Which is the best out of the following:Super Parodius, Axelay, Super Star Wars, Super Probotector?
Andrew Johnson, South Staffs

JAZ:1.I'm still a massive fan of Super Mario World. 2.Yes, in two or so months,. it'll cost £44.95. 3.Probably August, but I dunno how much it'll cost. 4.Super Probotector.

PLAY AWAY

Dear Jaz,
Please print this letter or I'll send you my Y-fronts through the post.
1.Will Wayne's World come out on the Super NES?
2.My mate Ian thinks he's Yoshi, please tell him he's not.
3.Will Nintendo software get cheaper?
4.Should I get Mario Kart or Streetfighter 2 next?
5.Will you resell the older NMS through the post?
Simon Moore, Peterborough, Cambs.

JAZ:1.Yes. 2.No. 3.Maybe. 4.Both. 5.Perhaps.

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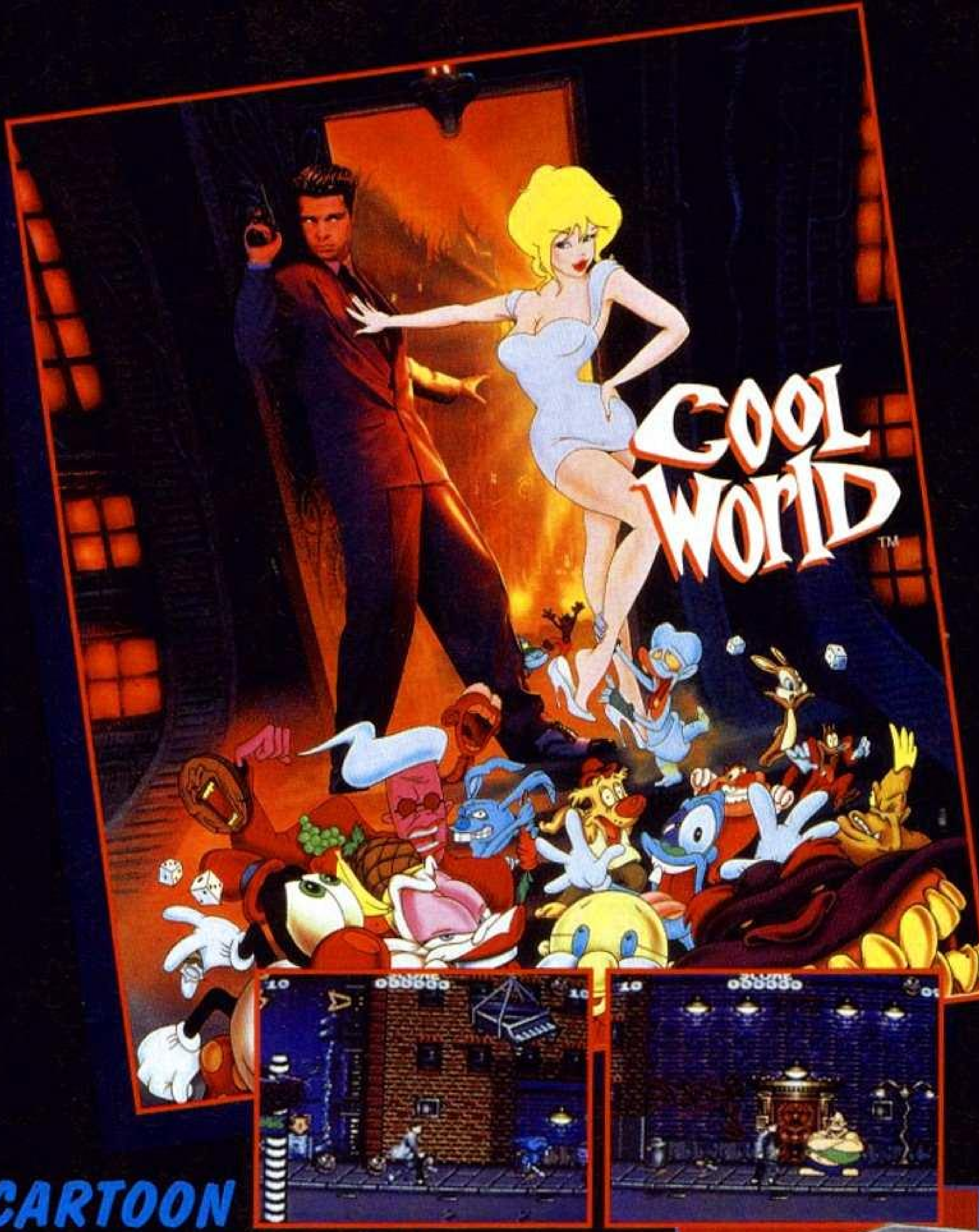
HOLLI WOULD IF SHE COULD ...and she will



CARTOON LAND GONE BAD!

Whilst publishing his underground comic, Jack Deebs has unwittingly created a parallel universe inhabited by cartoon characters known as ***DOODLES.***

You are transported into ***COOL WORLD*** *and seduced, through engaging messages, by the Doodle vamp...* ***HOLLI.*** *Visual jokes and gags punctuate your adventure as you hop to and fro between reality and* ***COOL WORLD.***

But Holli's dream is to shed her Doodle identity... to become a real woman - with a real interest in Jack!

A DREAM THAT COULD DESTROY BOTH WORLDS!

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ENTERTAINMENT SYSTEM

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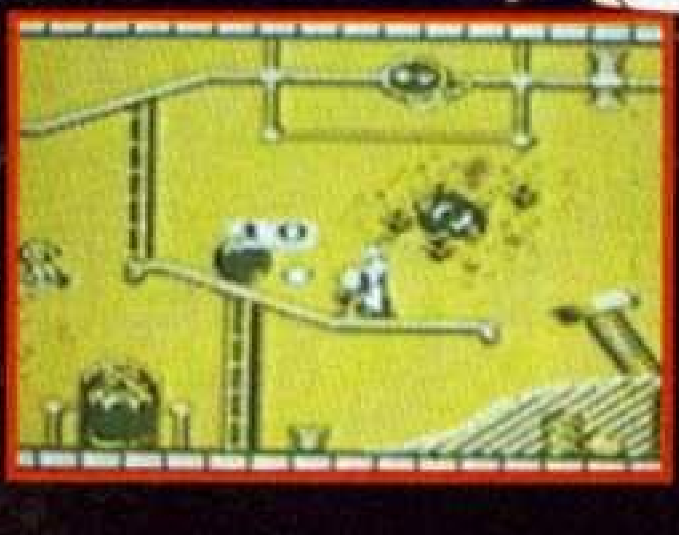
GAME BOY



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LIGHTS...

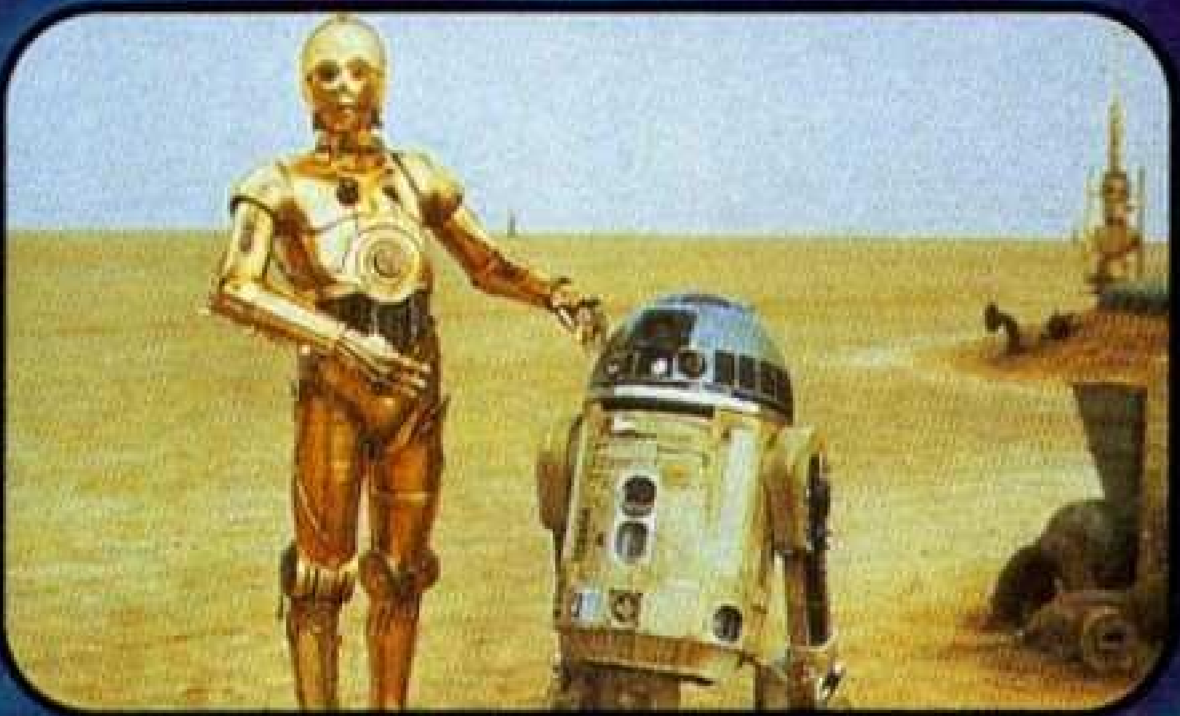
CAMERA...

ACTION!

NMS

AT THE MOVIES

MORE FLUFFY, LUVVIES! GIVE ME ATMOS! Welcome to NMS AT THE MOVIES - your pullout guide to all the white-hot film tie-ins coming your way soon! This is the only place you'll read Reviews of the mega licenses coming to Nintendo, first as usual and a bit of a laugh as well. Tee ho! It's so good you might as well be at the pictures. But do we charge you an extortionate £3.80 to get in? No! Do we tell you where to sit? No! Do we run those scabby "local adverts" where everbody's wearing flares and dancing to Tavares? No! What follows is the full lowdown on the big movie games of the moment, brought to you as only NMS can. The only thing we haven't got is the popcorn, so ENJOY!



REVIEW

SUPER NES

1
PLAYER

8
MEG

FGT
GAME

BATMAN
RETURNS
GAME START
OPTIONS

PRICE: £TBA
BY: KONAMI

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
EASY

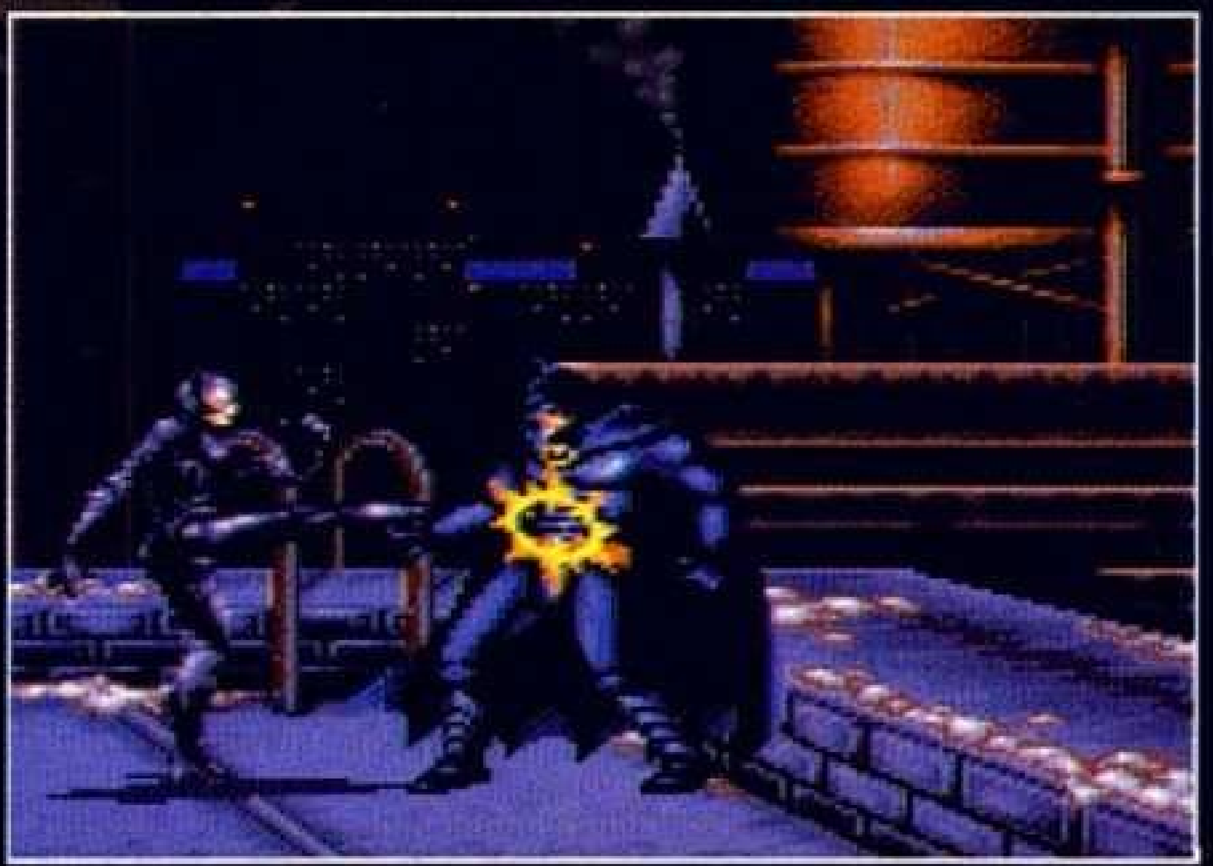
CONTINUES
3

SKILL LEVELS
FOUR

RESPONSIVENESS
HOLY FABULOUS

1ST DAY SCORE
COMPLETE GAME ON EASY/NORMAL

ORIGIN
The game of the film. What more needs to be said?



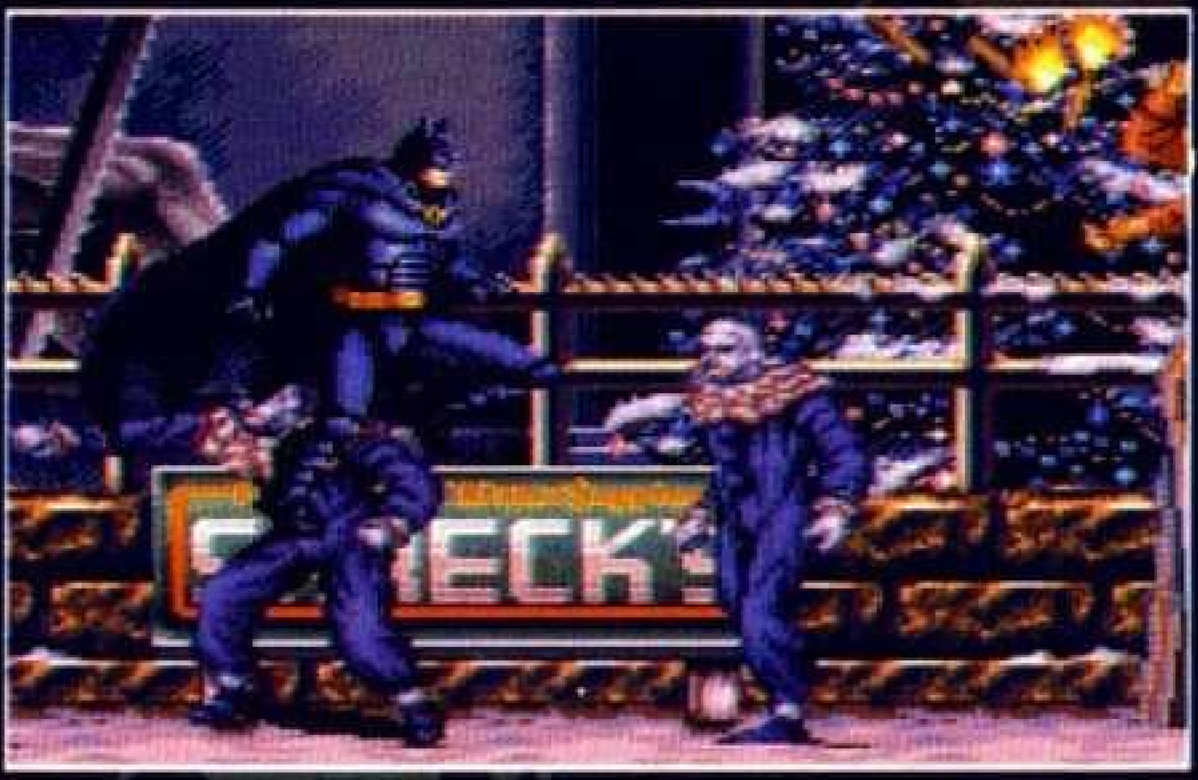
BAT
RET

There is a good side to penguins. There's those cute flightless birds that hop about at the zoo - those harmless little waterfowl everyone loves. Then there's those nice chocolatey biscuits called Penguins, you know, the ones with the "chocolate flavour" coating and the "P-p-p-pick up a Penguin" ad lines. There is, however, a dark side to penguinossity. A sharp beak to go with the otherwise cuddly appearance. An outbreak of spots to counteract the smooth chocolate-flavour taste. And tonight, in Gotham City, that evil is embodied in - the Penguin!

Now, the Penguin isn't actually a real penguin, although he does share some characteristics with the huggable avians: he has a long, beak-like nose, flippers instead of hands and feet, and he can't fly. He also has an army of miscreant penguin followers who live at his palace in the sewers of the town. What's more, along with twisted businessman Max Schreck, he's campaigning for mayorship of Gotham. Despite the fact that he probably wouldn't be that bad at the job, Batman is out to scupper the chances of The Penguin. No doubt he has some secret bat-reason which we don't need to know.

Sadly though, a third character has entered the scene, just to make things a bit more difficult. She's not actually *that* dangerous, but she is a bit of a babe. Catwoman (for it is she) is a formerly mild-mannered secretary murdered by her boss (Max Schreck, oddly enough) who is out for revenge on everyone, including Batman - no doubt for some secret cat-reason we don't need to know.

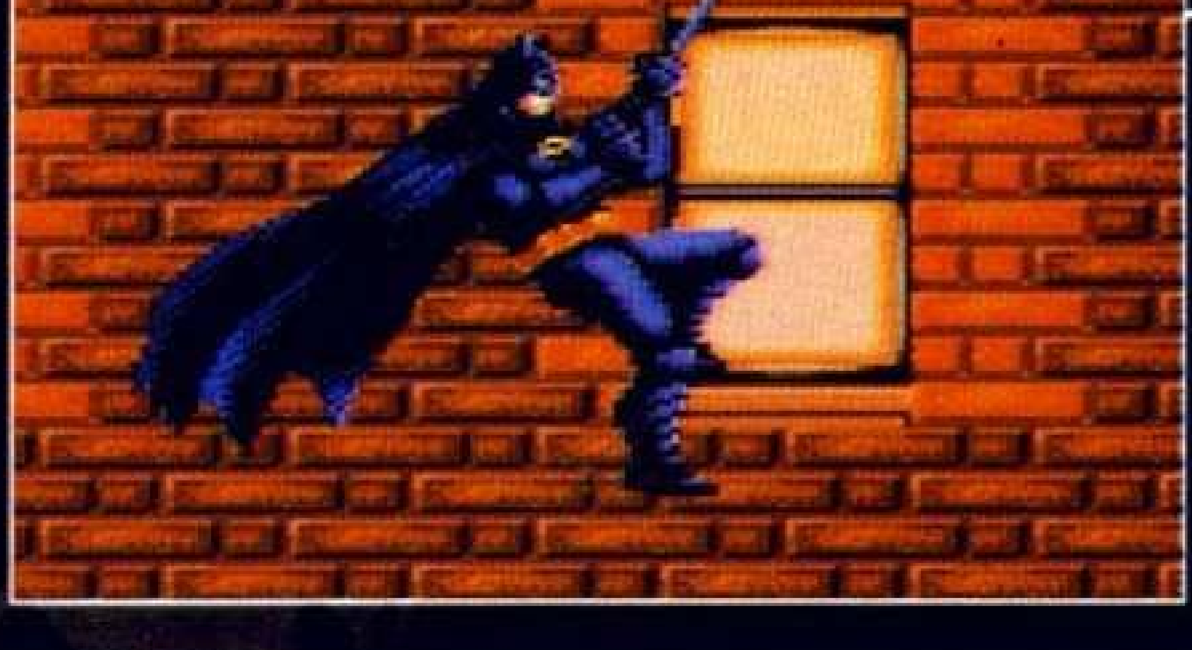
Batman Returns is a straight conversion of the film, missing out all the dull "character exploration" of the flick and leaving the rest. Yes, Konami have converted Batman Returns into a horizontally-scrolling beat 'em up along the lines of Final Fight, but featuring Batters' battle against the Red Triangle Circus Gang and its leaders, The Penguin and Catwoman. Now who's going to blame them for that?



▲ Batman looking like he's floating (again) tomorrow.

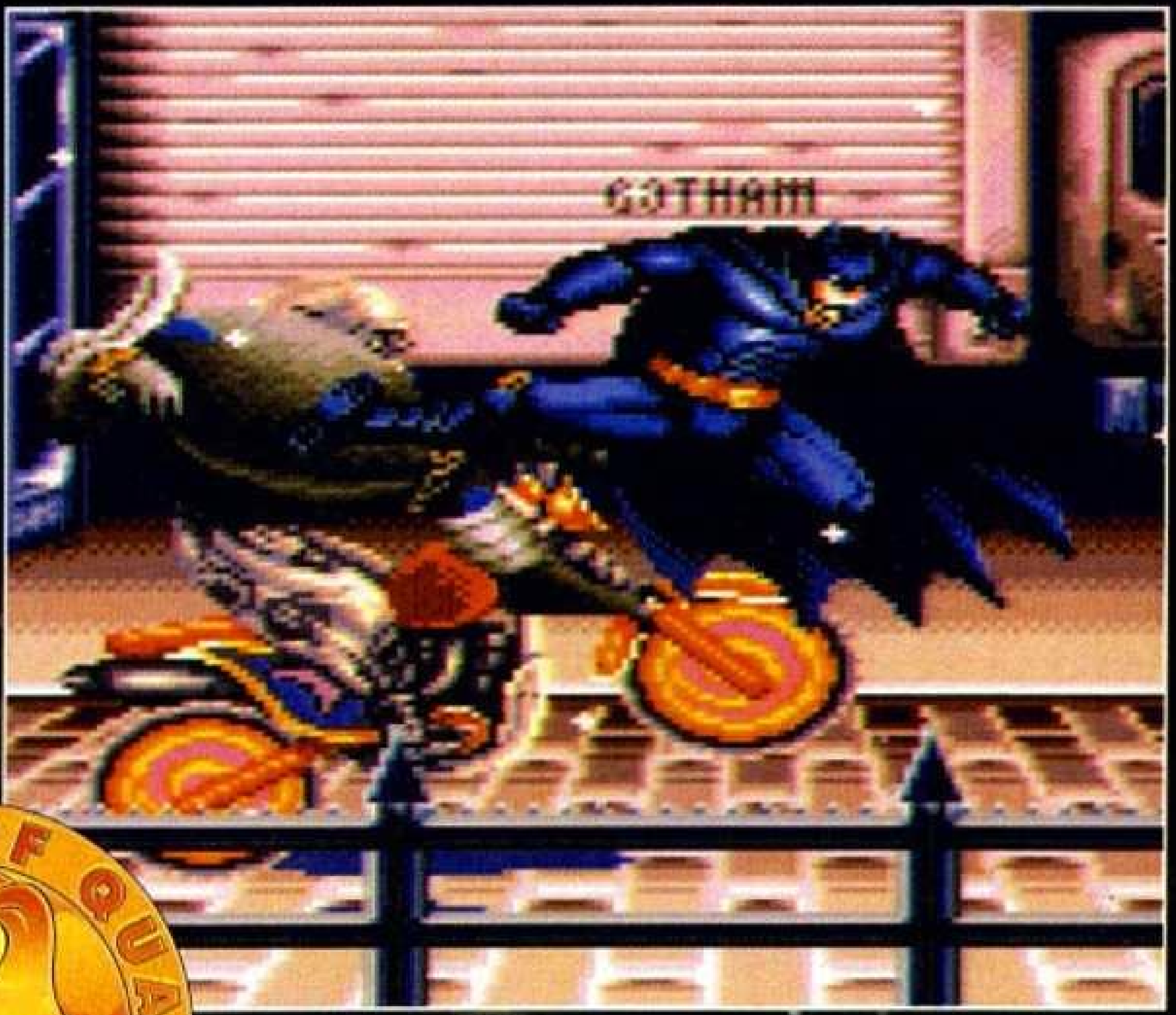
BATARANG AIN'T MY ROPE TO SWING ON

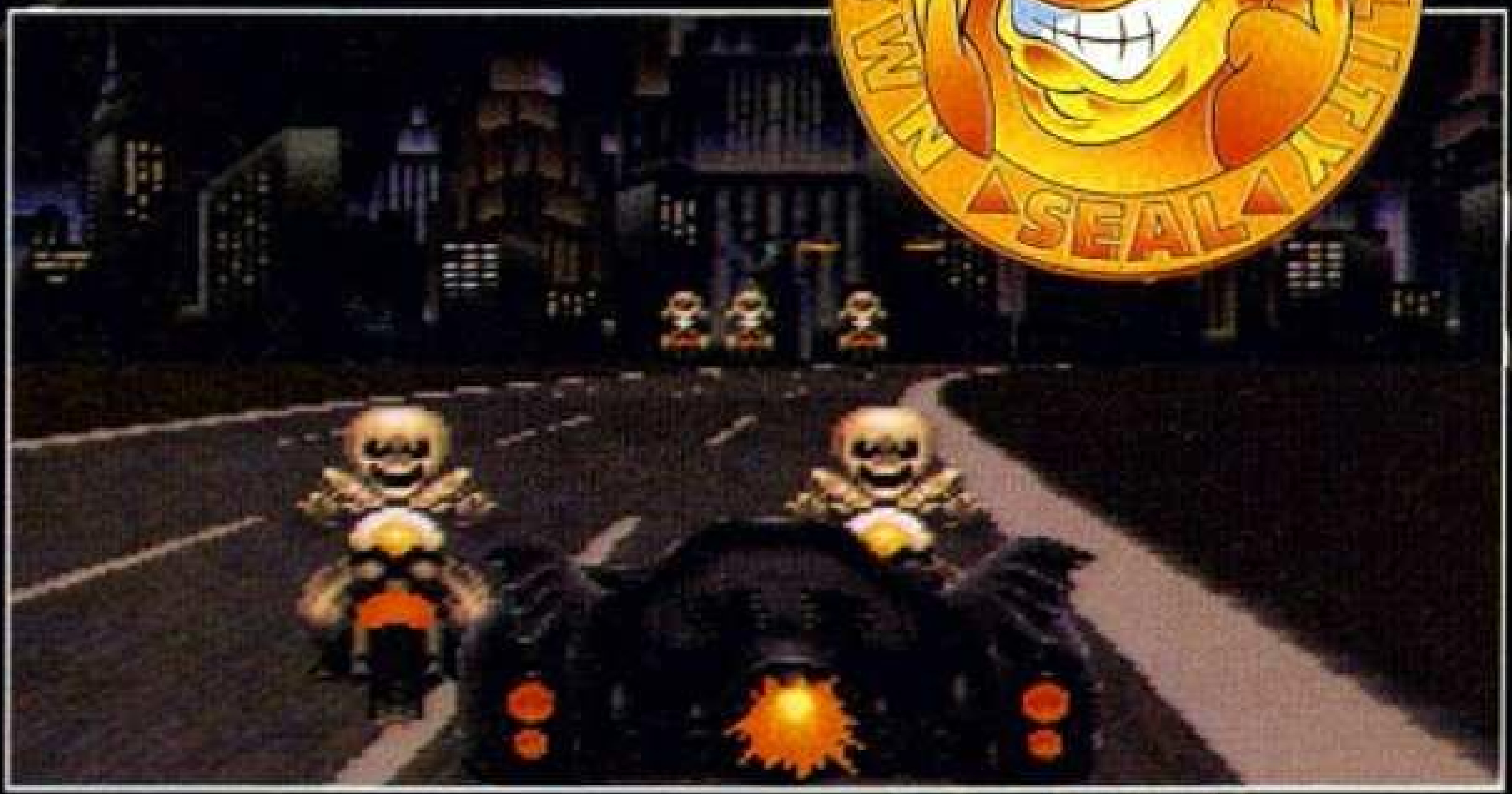
Just like a real bat, Batman has absolutely no powers of sonar-vision whatsoever, and neither can he fly. Actually, bats can do both those things, but the perhaps not-too-accurately named Batman has to rely upon more mechanical means to reach the rooftops, namely his Batarang grappling hook. This is an arm-mounted gadget which shoots a grappling Batarang up in the air, gripping securely on overhead objects. Certain levels require precision use of this piece of kit to get through. For example, one level sees Batarama escaping from a burning building, using his chandelier-swinging skill to dodge flaming rungs and burning rubble. Another level has Batman negotiating a building site, using repeated firings of the grappler to swing over long stretches of scaffolding. Groinks!



MAN
URNS

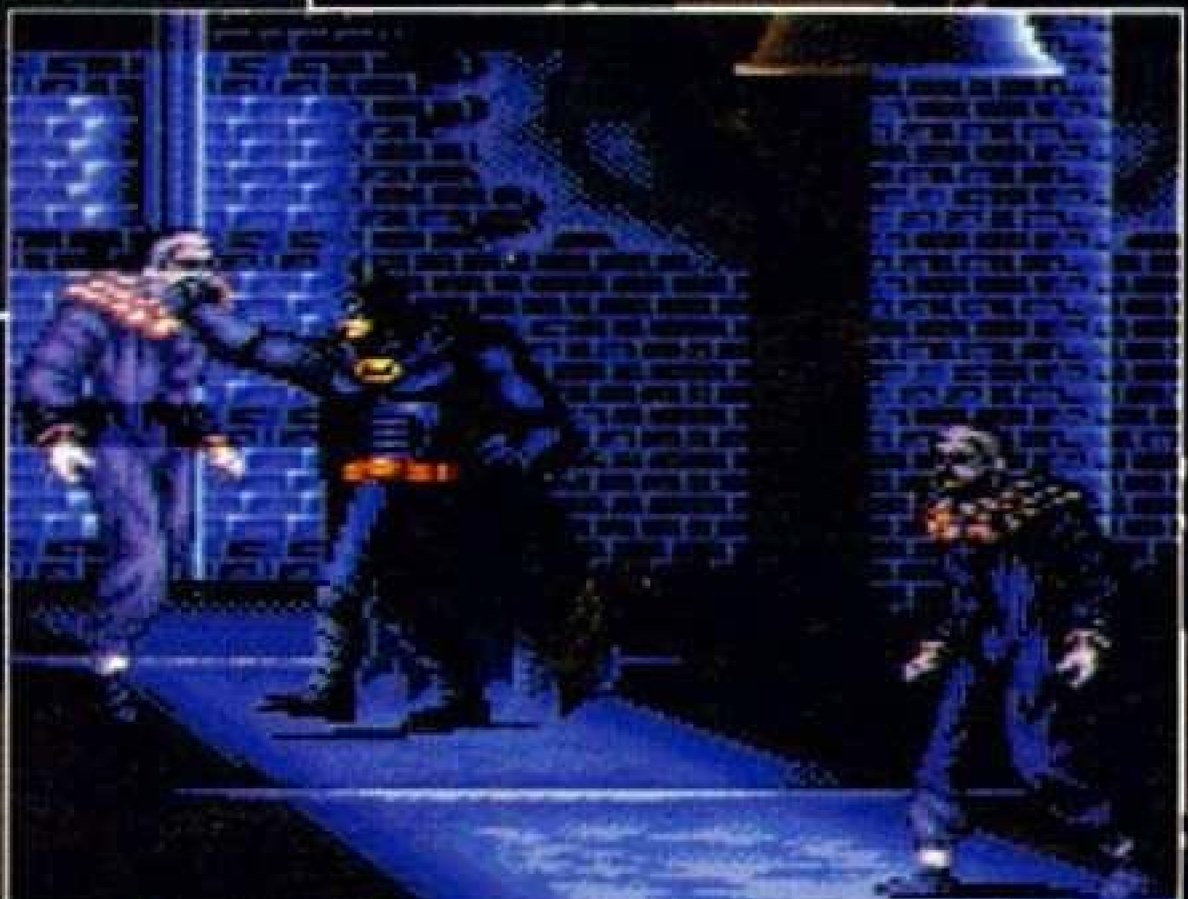
▼ A scary clown wheelies down the street on a motorbike as Batman performs a spectacular flying kick to the features of another circus entertainer in Gotham City yesterday.





BAT, BAT, BAT, BATMOBILITY, THAT'S THE BEAUTY OF BATS

Of course, it would be unthinkable for Batman, alias stinking rich heir Loose Brayne, to travel around by public transport - so he has his own turbo-charged sportster with matching machine guns. And, hey, what would a Bat-game be without a spin in the Batmobile? Yes indeed, Batman Returns has its very own driving level, which sees Gotham's Finest speeding on his way to a trap set by the Penguin! However, just to make things that extra bit more dangerous hundreds of motorcycle-riding members of the Red Triangle Circus Gang are chasing Batto, firing their rocket launchers at him as they go! The gang members may either be shot with your Bat-guns or run over, although this last option damages the Batmobile too. At the end of this level is a showdown with a fortified campaign van, armed to the teeth with high explosives and machine guns!



COMMENT

RAD

Well, it must be said that horizontally-scrolling beat 'em ups are ten-a-penny on the Super NES right now and so far none of them have been really awe-inspiring. Batman Returns, however, is a completely different kettle of fish. Right from the million-years-long animated story before the title screen (with digitised music from the film score) it screams "really very much polished". The sprites themselves are huge, detailed and decked out in colours which represent the film atmosphere without being too sombre and dull. In fact, the graphics must be some of the best seen on the SNES yet, with superb backgrounds and smart animation backing the sprites up. The sound is also excellent, with atmospheric tunes swelling behind the comic-like effects, the cracks of heads and the bongs of lampposts. After this, you'd expect the gameplay to be really good, and for once it actually is. Not for Batman Returns the disappointing all-presentation-no-game syndrome. The action is as fast and furious as Final Fight ever was, and there's a heap of variety added with all the Bataranging and driving needed. There's also an absolute herd of moves at your command, and being able to smash up the scenery using your enemies adds a great touch of the comics to the game. There are a couple of downers, though. For starters you get pretty much exactly the same enemies all through the game, which detracts from the I-wonder-what's-on-the-next-level factor, and on Easy mode it really is very easy indeed. However, put the setting up to Hard or Special and Batman Returns becomes a top notch beat 'em up which should prove challenging enough for most beat 'em up fans.

▲ "Ack! Bat armpit attack! Gag!"

▲ "Urp...rumble....sorry about that guv, must have been summit I ate."

▲ A Batman fighting his deadliest enemy yesterday.

BATMAN ×6
STUNGUN
SH ECK'S

▲ Mind the contrived rescue sequence where the blushing damsel must be saved from caertain doom by a dashing and daring hero, Marlon.

▲ "What do you mean my new kecks look stupid?"

COMMENT

PAUL

Just like their Batman games on the NES, Konami's 16-bit product does old Bruce Wayne's alter-ego proud. Presenting the Dark Knight as a stylish, ninja kind of guy - striking a dramatic, fighting pose the game is presented so perfectly and the gameplay is so reliable that the whole product is as safe as a tank. However, when reliability means sacrificing originality the game becomes less appealing. There's no doubt that this is an excellent cart and full of the kind of routines that Konami have great difficulty resisting. They spruced up the Turtles licence with some extra-cool moves and the same kind of thing is in evidence here - grabbing a hold of two crooks, banging their heads together then smashing them into the background certainly adds to the excitement. However, this game barely hints at the kind of incredibility found in the other of this company's Super NES titles. Due to the lack in variety of the enemy sprites, themselves also being few in number, the action never quite reaches the fever pitch level of the best beat 'em ups, nor the intrigue of the greatest platform adventures. Played on HARD difficulty setting, or above, Batman has much on offer for the ardent fight fanatic looking for something to show off their machine - just don't expect anything truly mind-blowing.

How To Control

Use the joypad to move Batman around the screen. And hit things.

A	Use item	X	Use test tube (in conjunction with other controls)
B	Jump	Y	Attack
L/R	Defend	S	**START:** Pause/unpause the game **SELECT:** Choose item

How To Play

Use your control pad skills to manoeuvre Batman through the eight levels of doom awaiting him, keeping an eye on his energy bar and defeating the guardians that await him at the end of every level.

YES SIR, I BELIEVE I DID SPILL YOUR PINT

Every good comics fan knows that Batman spent most of his life training himself in the martial arts, along with just about every other subject known to man. Anyway, he's a "bit tasty" as the saying goes, and knows how to look after himself. Konami have wasted no time in proving this point, so here's a complete rundown of the deadly techniques at his disposal:

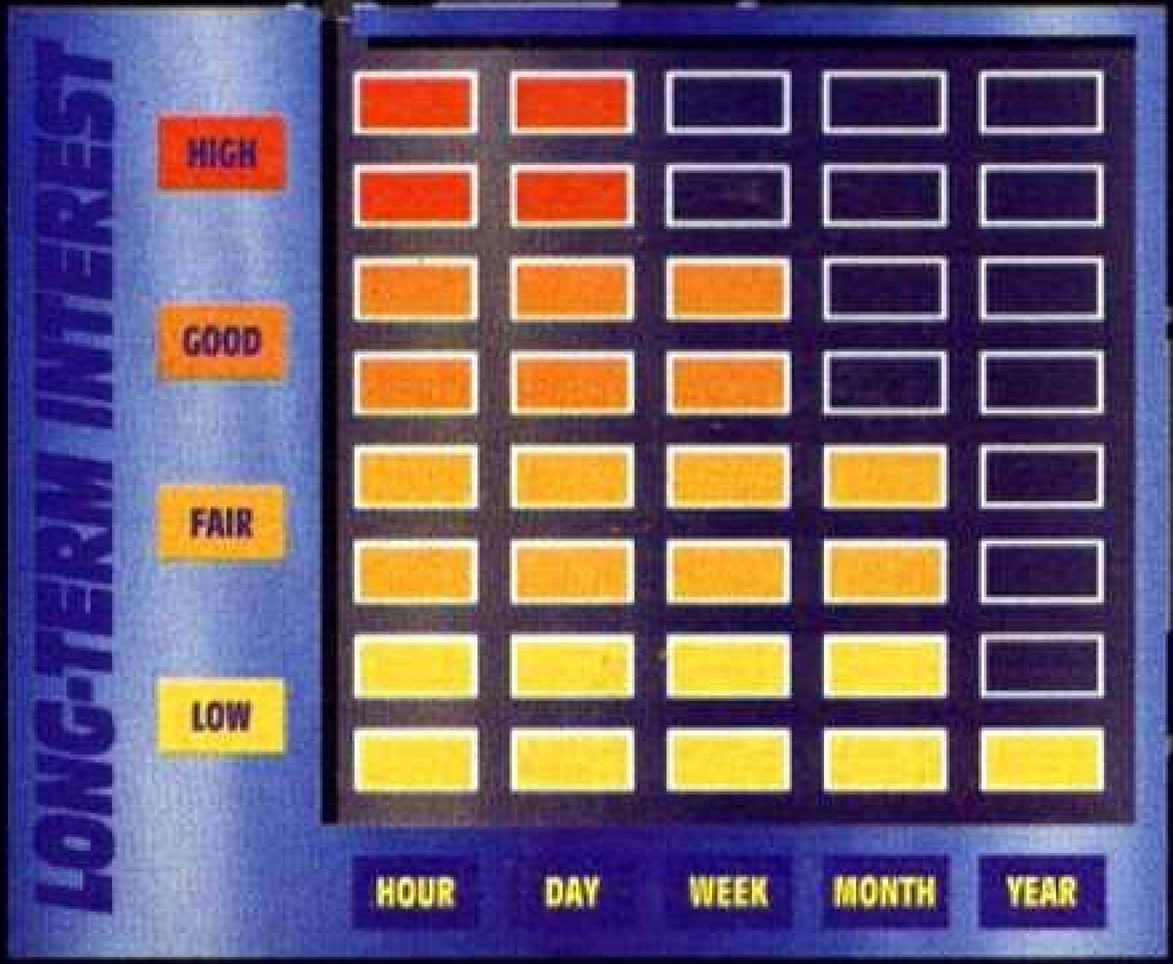
BAT-PUNCH: Pressing the attack button alone makes Mr Bat lash out with his fists, finishing each volley of punches with a roundhouse kick.

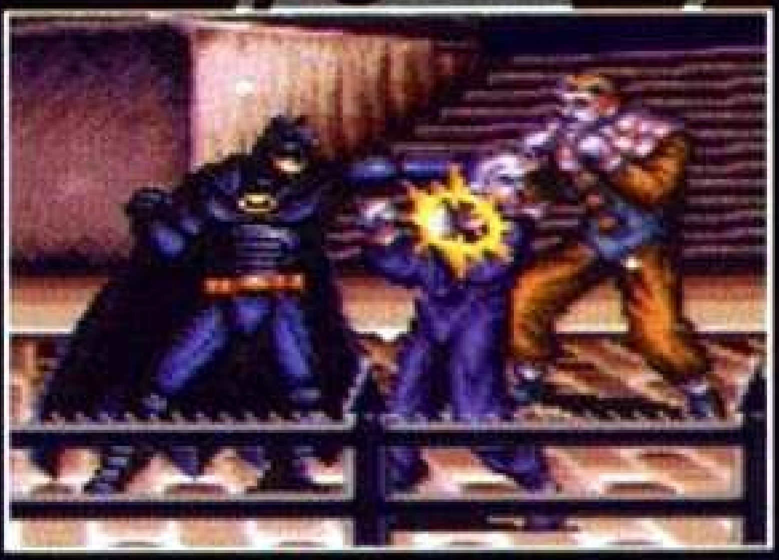
BAT-FLYING KICK: Press the jump button followed by the attack button and watch Batso's airborne offence.

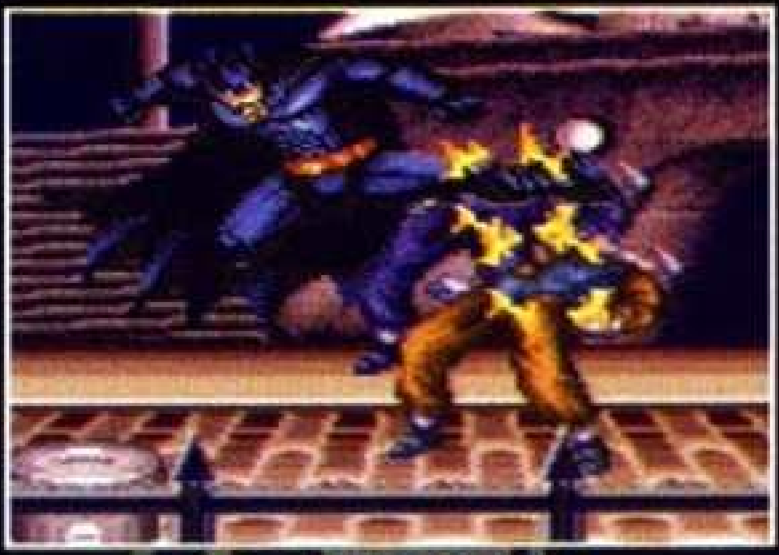
BAT-CAPE FLING: Press the jump and attack buttons simultaneously and Batter executes his special move, flinging his deadly cape around. However, although this attack is very powerful, it causes our hero to lose energy every time it makes contact.

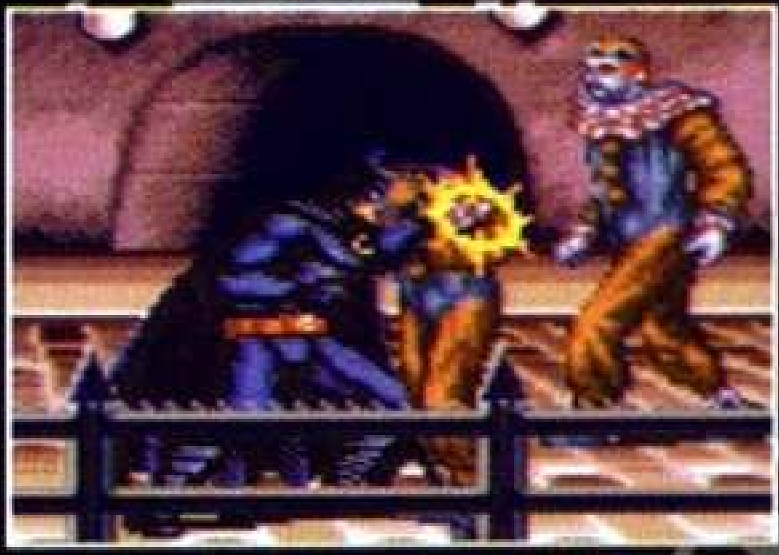
……

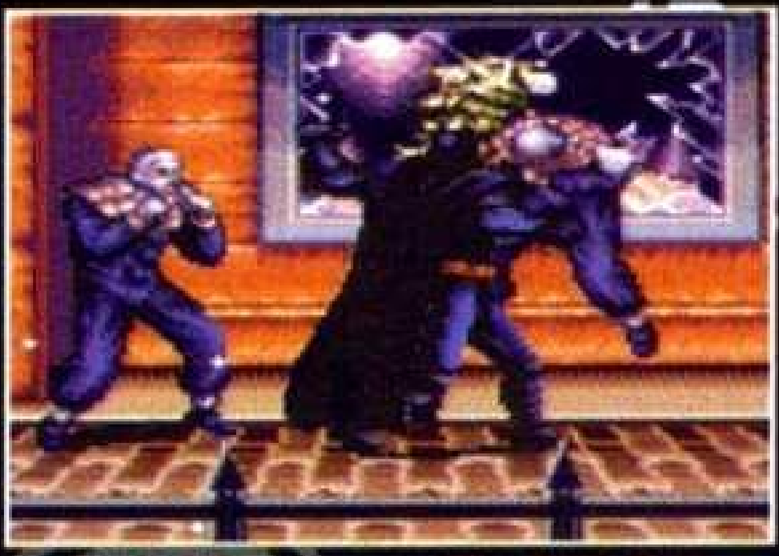
BAT-GRAB: Batman grabs an opponent by the throat by walking into them. From here, there are a number of other moves available to him. They are:
BAT-HEADBUTT: Press the attack button on its own to nut your helpless foe.
BAT-THROW: Press the attack button in conjunction with left or right to fling your enemy to the ground.
BAT-REALLY NASTY THROW: Press the attack button along with up on the D-pad to fling your rival into the scenery, smashing it up in the process!
BAT-NUT CRACKER: If Batman is positioned correctly he grabs two people at once. From here, pressing the attack button causes the Caped Crusader to smash their heads together!
BATARANG: Batman's Batarangs aren't quite the deadly offensive weapons of the films, but they are good for stunning most opponents for a short period of time, giving Batman a couple of seconds to close in for the kill.
BAT-TEST TUBE: Pressing and holding (deep breath) the L button, R button, down on the D-pad and then X is the way to unleash the power of the Test Tube (if he has any left). This is yer basic smart-bomb and is actually better for clearing a screen full of regular nasties than against bosses (contrary to regular smart bomb philosophy).
BAT-DEFEND: Batman shields himself with his armoured arms with a single press of the L or R button. This limits damage done by enemy blows, but doesn't stop it completely.

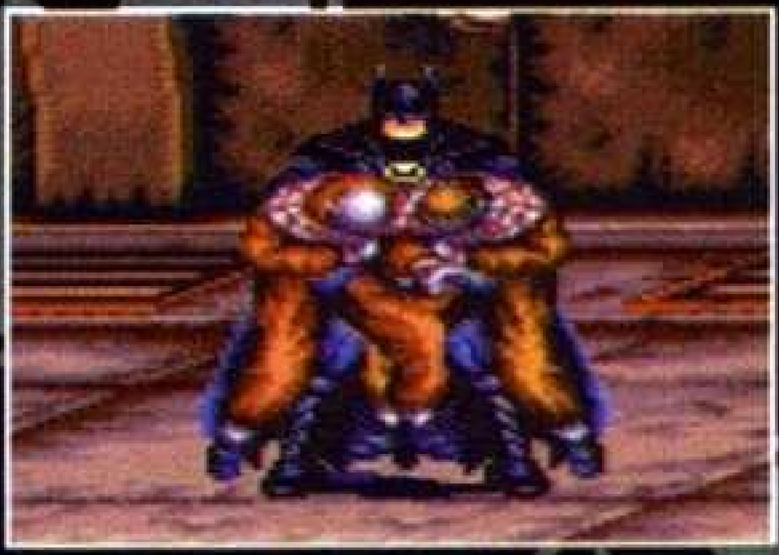


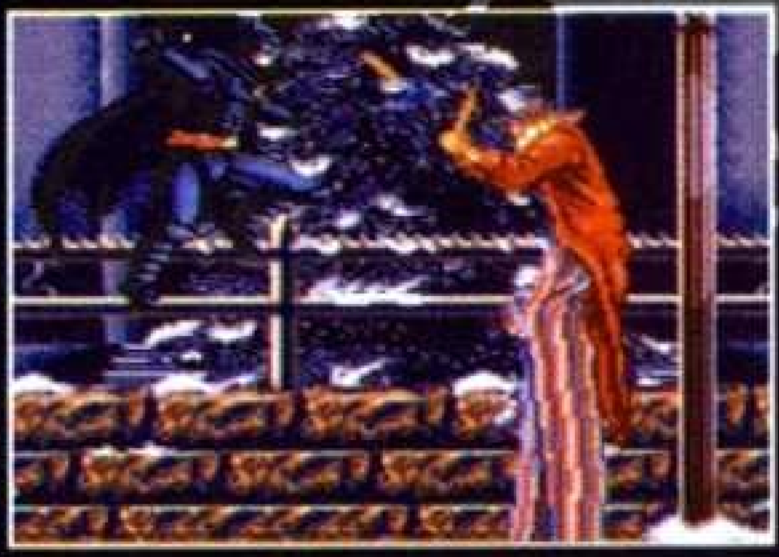

BAT-PUNCH

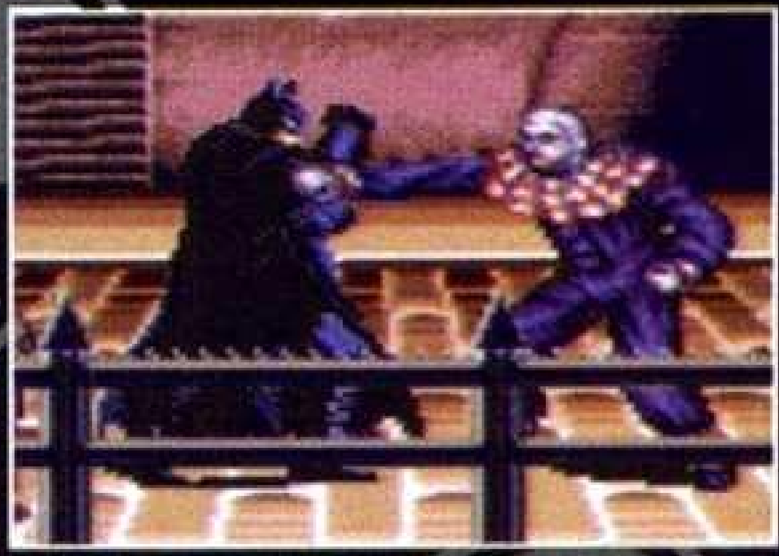

BAT-FLYING KICK


BAT-HEADBUTT

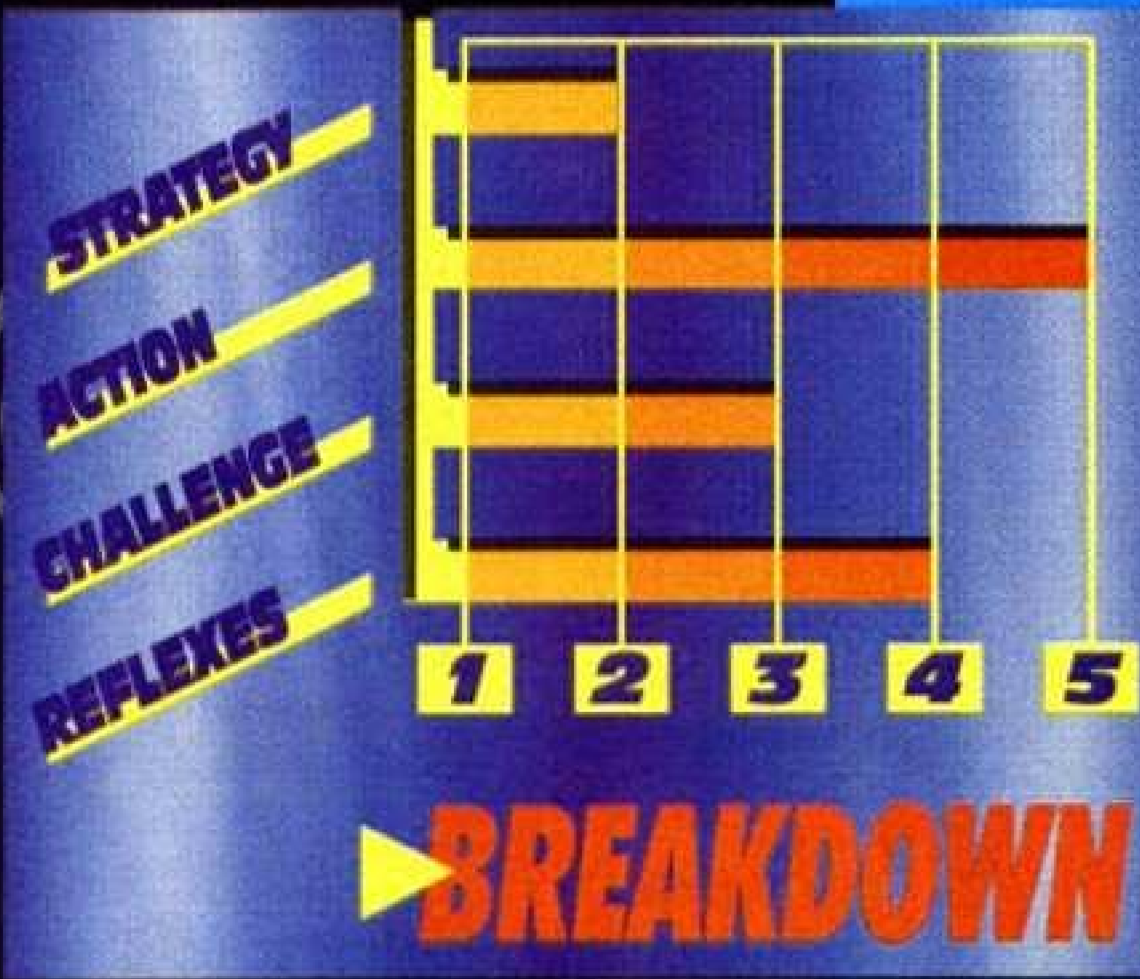

BAT-REALLY NASTY THROW


BAT-NUT CRACKER


BATARANG


BAT-DEFEND

RATINGS



PRESENTATION

96

▲ Hordes of film sequences, intermissions, presentation screens and little touches that make it all so lovely looking. Comprehensive options.

GRAPHICS

94

▲ Large, detailed sprites. Good use of colour. Great backdrops and animation.
-Lack of variety in enemies.

SOUND

91

▲ Smart film score tunes and groovy comic-style effects.

PLAYABILITY

91

▲ Fast and furious. Very varied indeed, and there's loads of moves. Dead, dead responsive and enormous fun to play.
▼ Levels aren't that long. Not enough variety in enemies.

LASTABILITY

88

▲ Harder skill levels are fairly rock. Only three continues.
▼ Only eight medium-sized levels.

OVERALL

90

Probably the best presentation ever, and the game underneath is great, although it's not quite a Final Fight beater.

SUPER NES

1 PLAYER

8 MEG

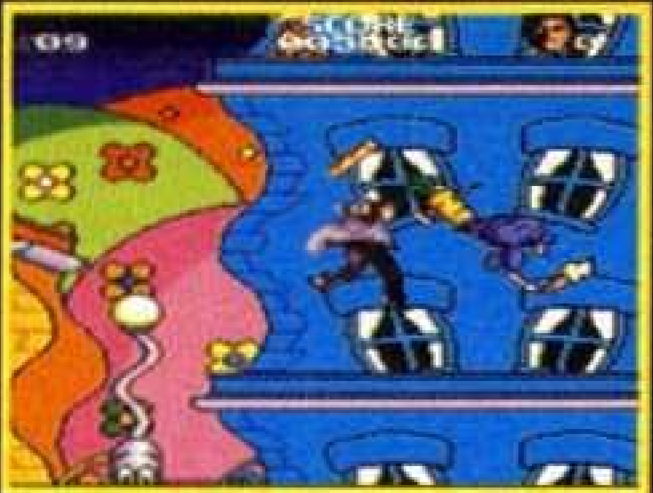
PLT GAME

COOL WORLD
START
SOUND

PRICE: £TBA
BY: OCEAN

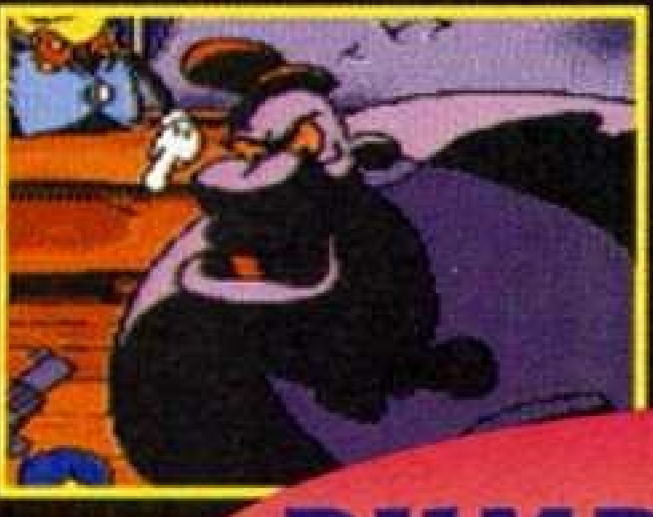
SOUND
© 1992 PARAMOUNT PICTURES

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
3
SKILL LEVELS
1
RESPONSIVENESS
VERY POOR
1ST DAY SCORE
25000
ORIGIN
Game based on the film of the same name.



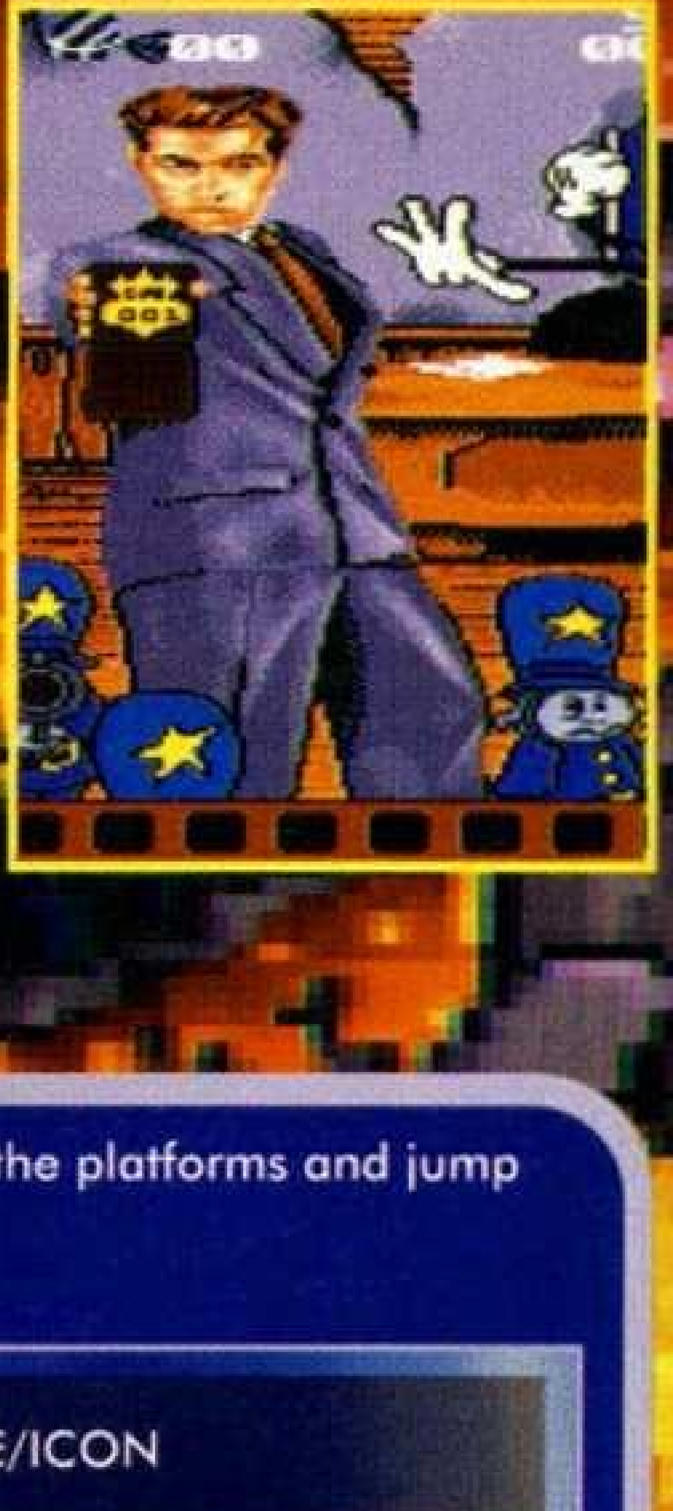
There are two reasons why cartoons and humans should never mix. The first is that this usually leads to dire, dramatic consequences, as seen in Who Framed Roger Rabbit? The second is that it isn't very funny - like, for instance, in the rather unimpressive looking Cool World. Kim Basinger is cast as a cartoon character, which is just her sort of role - stiff and two-dimensional. In order to become a real human being (no doubt played by somebody else) she has to lure the cartoonist into the very cartoon itself and, er, well, sort of get together. Of course, being a bit of a lonely cartoon-character-fancying type, cartoonist Barry Smith is all up for this. What he doesn't know is that should he, ahem, go through with Holly's plan, he'll remain trapped forever in the cartoon zone!

Cool World the game charts Barry's adventures through the crazy cartoon platform environment as he tries desperately to escape, with or without Holly's help. There are platforms to jump, items to collect and platforms to jump in this latest film tie-in from Ocean.



PUMPING YOUR MAGIC FIST

The first thing Barry has to do is find his magic fist, which isn't actually quite as sordid as it sounds. Y'see, although Baz is in fact a human being, living in a cartoon has a strange effect on his molecular structure and due to strange laws of plot contrivance that we mere mortals would not understand, he is actually able to perform feats never before seen outside of the Warner Bros studios. So, as soon as he lands in Cool World, common sense dictates Baz should grab himself a weapon - his magic fist on a spring. This allows him to stretch his arm (now with a huge comedy boxing glove grafted on) to disproportionate lengths, to either hit enemies or grab high ledges, enabling him to climb up really high things, and on later levels it also allow him to grab out-of-reach items too. This fist is essential to progress beyond the first couple of screens, and as a result it is cunningly not hidden on the far left of the first level, right near where you start.



How To Control Use the joypad and buttons to move your blokie aound the platforms and jump and hit things.

A	NOTHING	X	GRAB LEDGE/ICON
B	PUNCH (WITH MAGIC FIST)	Y	JUMP
L/R	NOTHING	S	**START:** STARTS/PAUSES **SELECT:** NOTHING

How To Play Use the joypad to guide your little man around the platform environments of Cool World itself, avoiding the nasties and watching out for the energy depletion which results in you losing one of your four lives. Kill enemies by hitting them or jumping on their heads, or actually, you could just avoid them.

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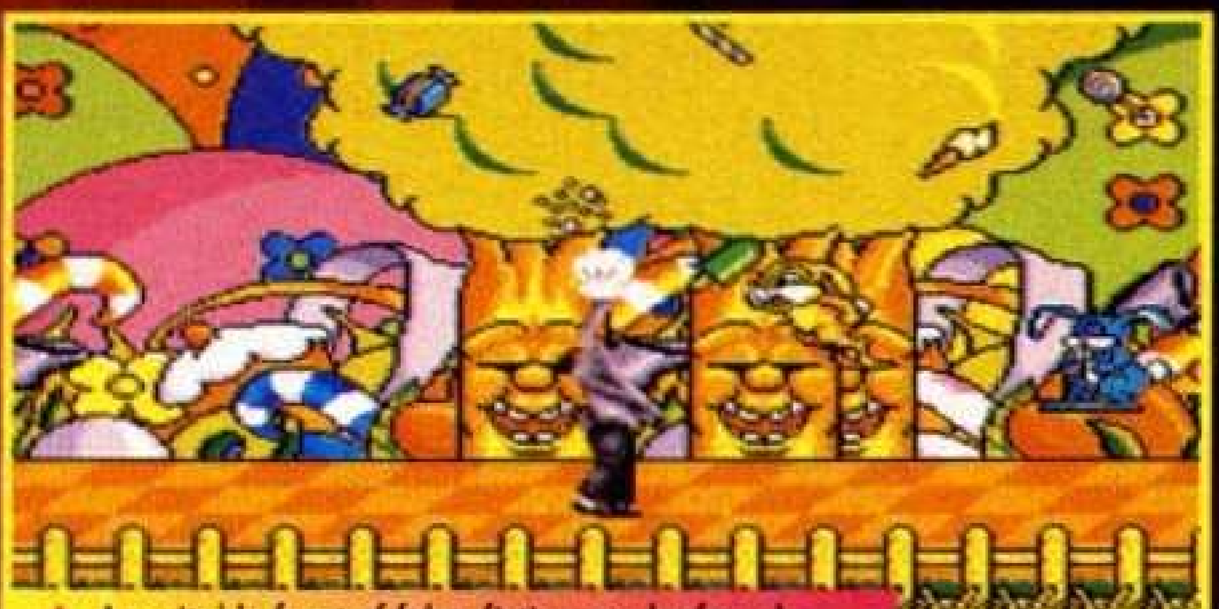
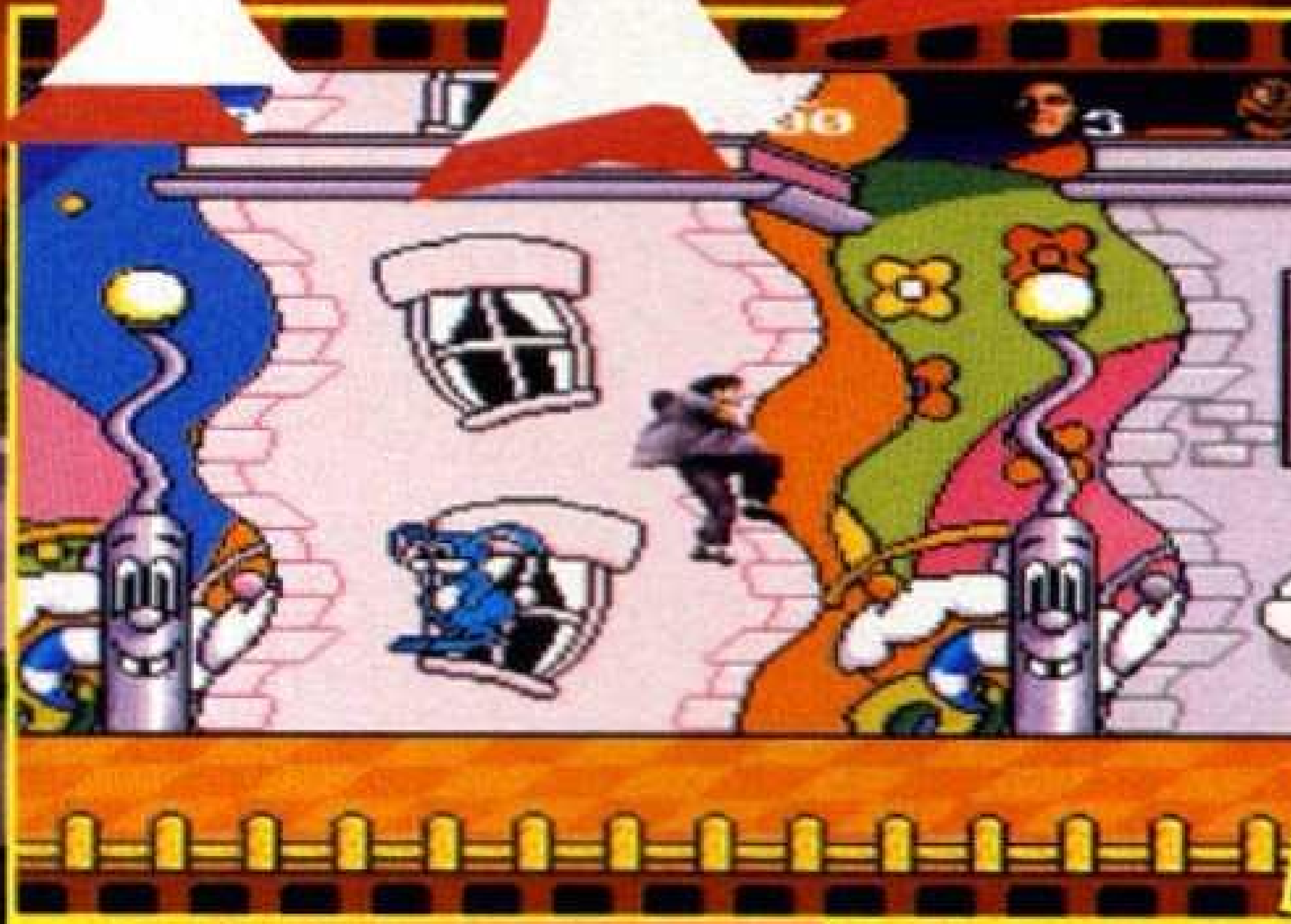


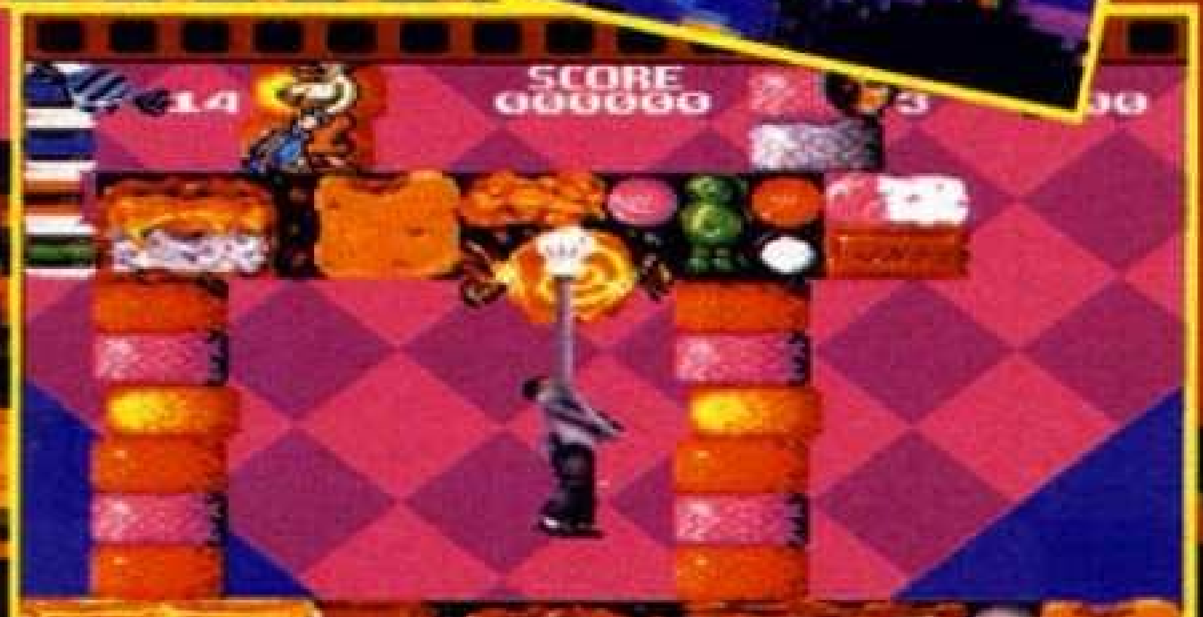
A veritable feast of felon fisting can be found frolicking in the fields of fun and frivolity!

SEMI-SKIMMERED

Of course, transport in cartoons is all important. Actually, thinking about it, you don't see Tom and Jerry driving round on jet skis any more than you see them on the tube. Well anyway, transport in Cool World is pretty important, so it's lucky for Baz that there's a hover car awaiting him at the end of the first level. To reach the second level, all he has to do is negotiate the cartoon highway, although it must be said this is maintained more shoddily than the M25. In fact, it doesn't even run along the same plane, breaking up over three or four different vertical levels. It's also littered with traffic cones, crates and bins, all of which damage your skimmer, and traffic lights which hold you up. Even if the threat of missing a jump and plummeting to your doom or smashing your vee-hickle up against some debris is nothing to you, there's still the deadly biting car crushers to negotiate. However, passage to the next level is impossible without travelling these risky roads, and indeed, almost impossible when you do.



Mr Soooft, won't you tell me why the world in which you're living is so strange...



A man grabbing a giant sweet yesterday.

If only Jellyhead could think of an amusing Grace Jones caption.

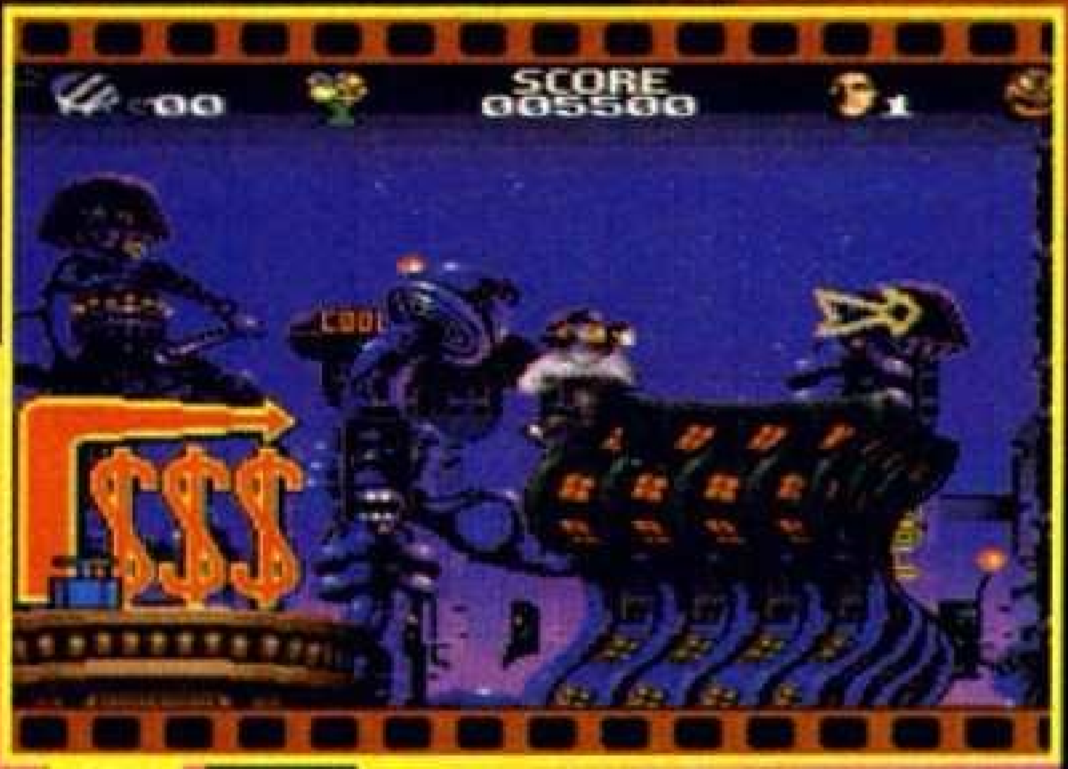
He scoots, he snores.

COMMENT

RAD

Cool World certainly looks good, at least from the static shots. The mixture of the cartoon areas and the seedier backstreets of animation world works very well, and all the sprites and backgrounds are very detailed. However, once everything starts moving this effect is spoilt somewhat as the animation and scrolling are pretty jerky. In fact, jerky sort of sums up the game. The basic idea is great: wander around Cool World talking to the characters you meet trying to find out where to go next, but it's executed in such a stupid way as to spoil it all. For starters, you don't really need to talk to anyone to guess what you've got to do, and pretty soon the whole "get this object, take it here" routine becomes very dull. The driving sequences don't break things up, as the rather poor perspective on the roads just makes these levels frustrating, and once you've seen one you've seen them all. The arcade elements of the game don't save it either, the controls aren't responsive enough to allow you to fight any of the enemies effectively, and most of them are invulnerable to your fist attack anyway. Sadly, Cool World is one of those sad examples of greatly wasted potential. If it wasn't so linear and limited it still might be fun, but as it stands it just has an air of not-enough-time-spent-on-it about it.

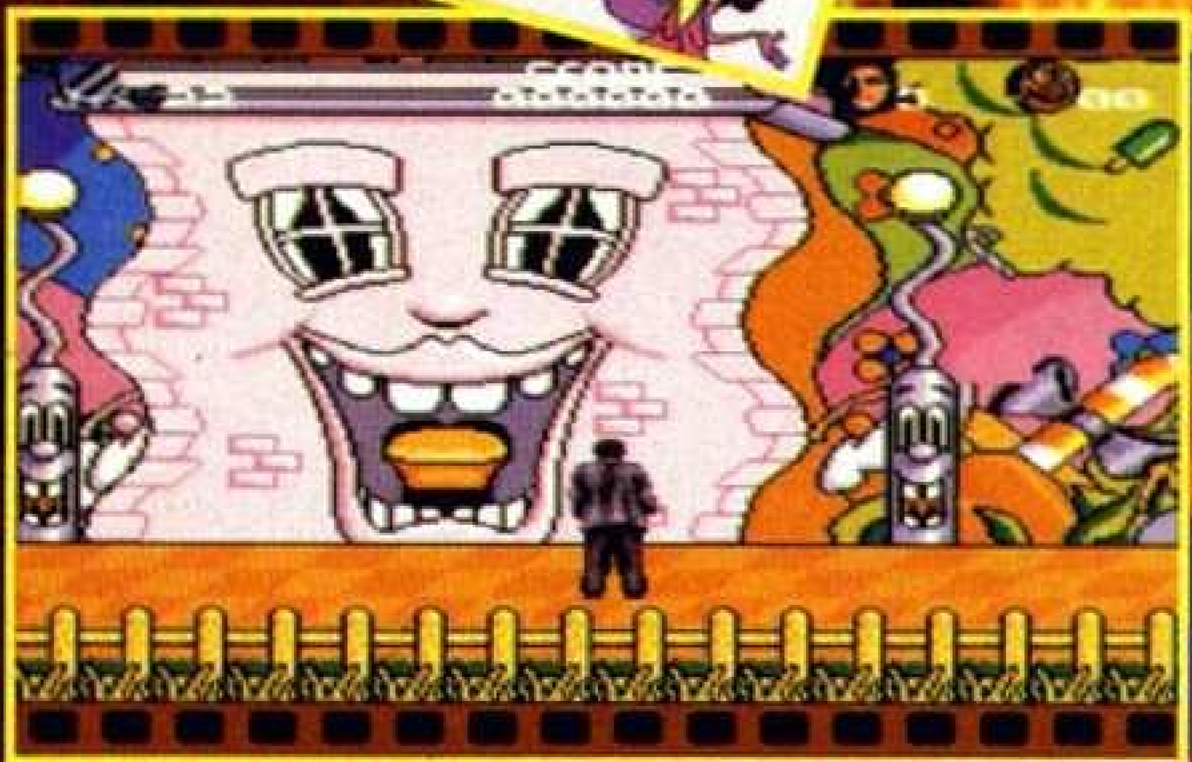
NEW CARTOON PICK'EM UPS



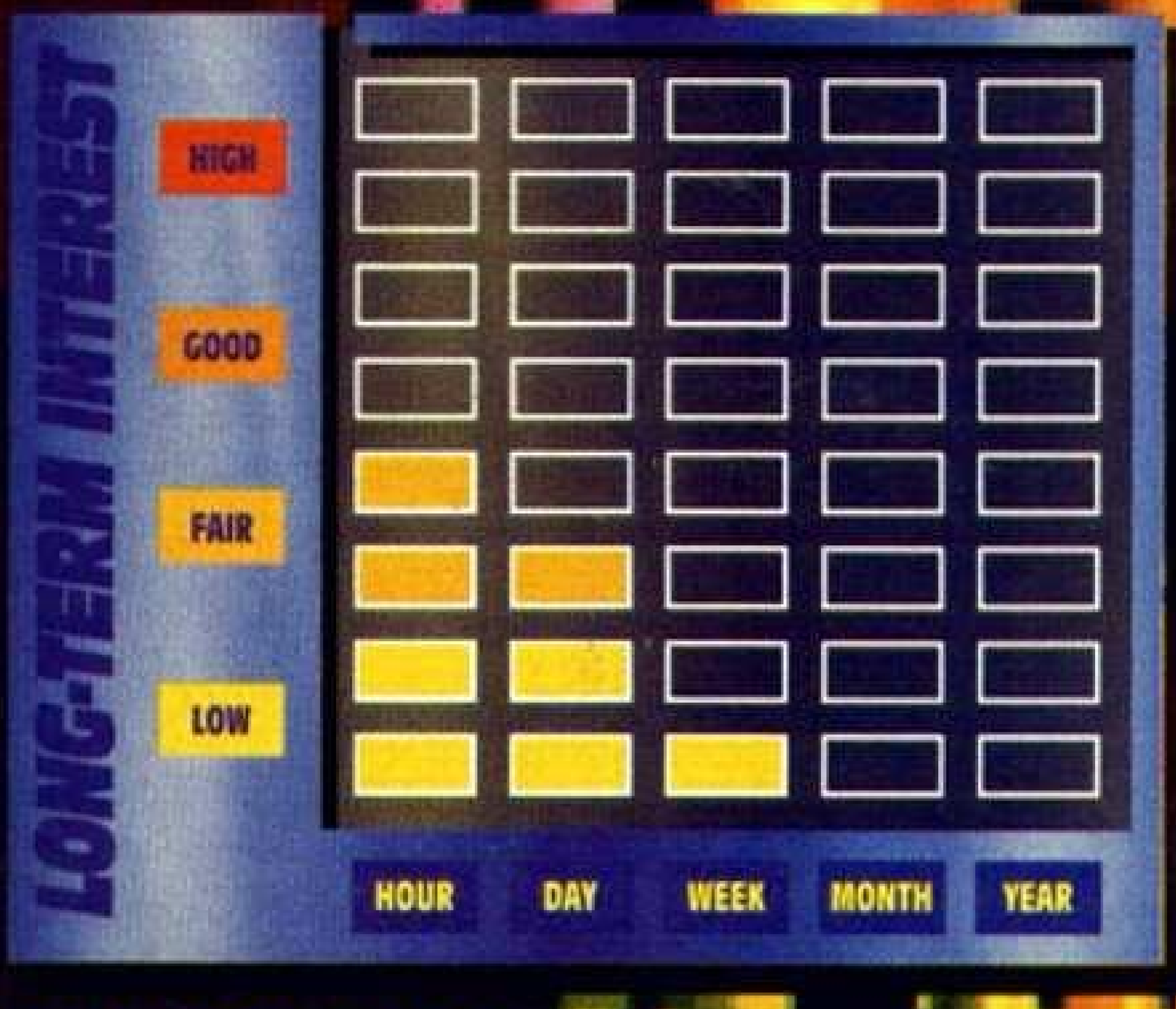
▲ If you can tell what's going on in this shot, send your answers on a postcard please to...

Most of the puzzles in the game concern finding a certain item and taking it to the relevant locale in the the game. These objects tend to vary quite widely, although it's generally pretty obvious what to do with them, although if you're not sure you can always ask one of the many colourful cartoon characters lurking around the scenery. For example, a discarded book lying on the pavement is simply returned to the library in exchange for a bunch of flowers, which in turn are to be handed over to woo Holly. Other objects have slightly different uses, such as sweets which are generally the universal currency when it comes down to a bit of bribery. However, Barry can only hold one item at a time, despite the obvious depth of the pockets in his trenchcoat, which often means long round trips for the boy before he completes a series of exchanges. Those seamstresses eh?

GAME OVER DUDE!



▲ "Hic...ashaf...gnn, I'm bushtin'...ashafrf"

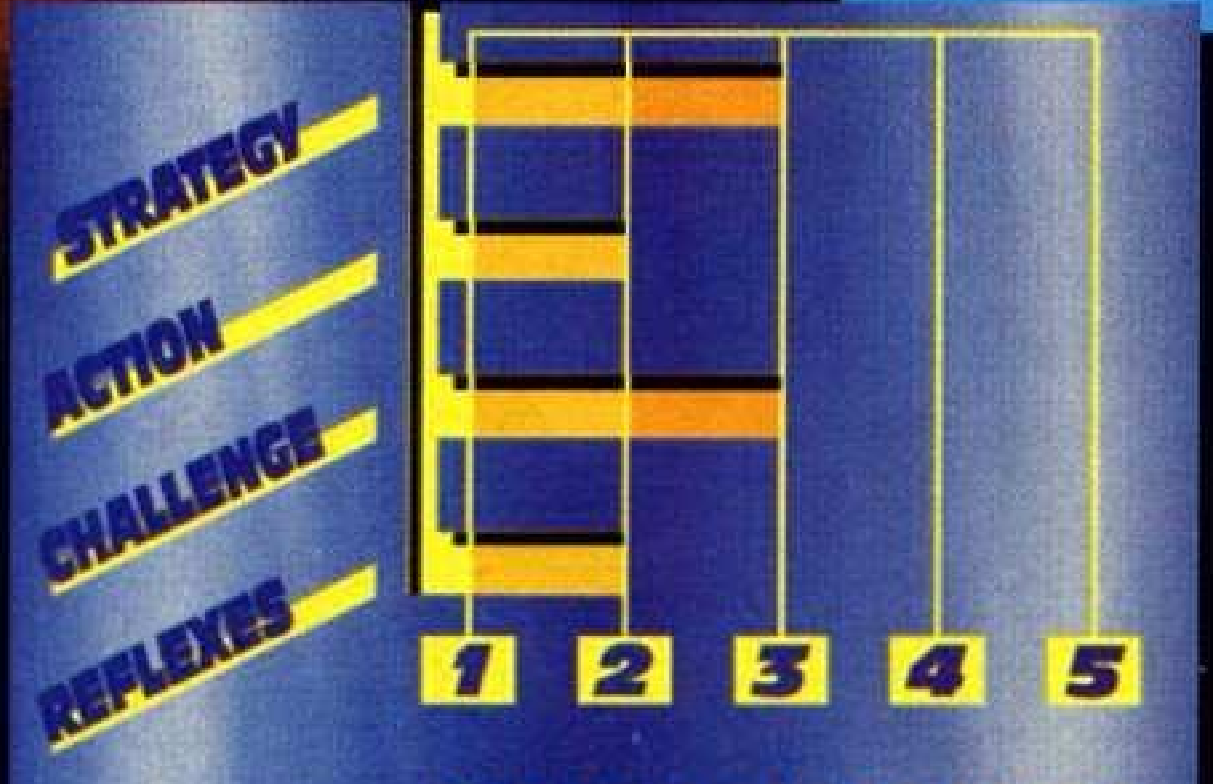


COMMENT

JAZ

On the surface it looks as though Ocean have taken a disastrous film licence and turned it into a really decent game. The highly origina graphics are excellent and generate a weird atmosphere and the sound is superb. But once you start playing it, you realise the beauty is only skin deep! Pick up an object, take it to another location and swap it for another object, talk to somebody, go to another screen and swap another object and so on. This would be alright if there was some freedom within the game, but unfortunately it's all very linear and you have to follow the same routine every time you play. The puzzles aren't particularly logical and it's very easy to pick up the wrong items and engage in long and fruitless searches around the confusing screens, which makes the game frustrating indeed. The last straw is the very unresponsive control method which makes the platform sections frustratingly and the driving sections downright irritating. I'm sure that somewhere in there is a great game trying to get out - there are certainly some neat touches - but unfortunately it's all strangled by the dire gameplay.

RATINGS



BREAKDOWN

PRESENTATION

76

▲ Good Game Over screen.

▼ Poor title screen, no options, no intermissions, no nowt.

GRAPHICS

86

▲ Great sprites and backgrounds throughout. Good use is made of the Super NES palette.

▼ Animation and scrolling are both bad.

SOUND

79

▲ Atmospheric music plays throughout.

▼ However, the music is pretty raspy and the effects sound muffled.

LASTABILITY

58

▼ Not really all that difficult once you get the hang of it, and once completed there's no compulsion to play it again ever.

PLAYABILITY

63

▲ There are some good ideas lurking in there.

▼ Sadly they're very badly executed, and the sloppy controls are frustrating.

OVERALL

A real let down. It could have been a contender, but as it goes it should be avoided.

61

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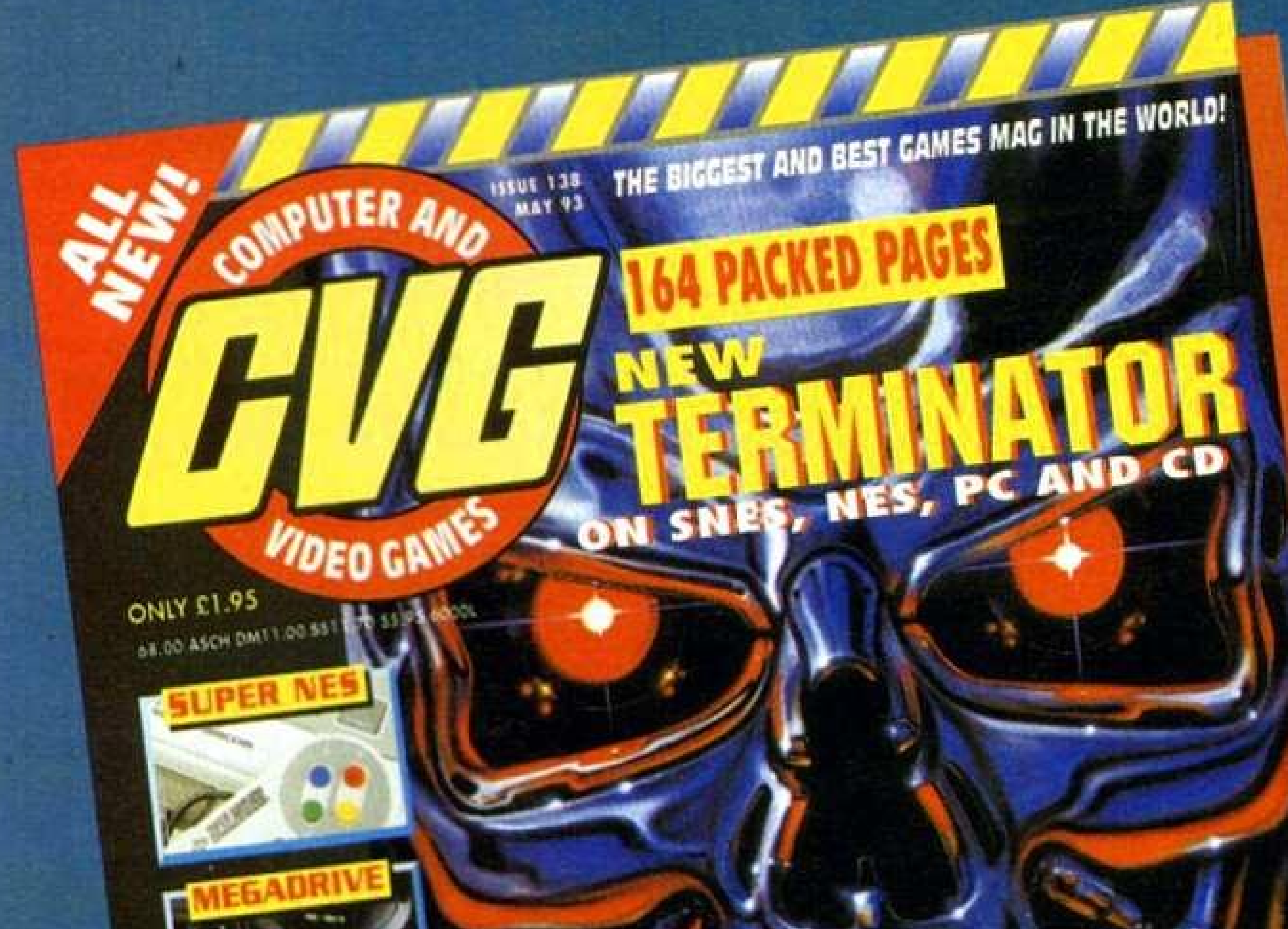
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1 PLAYER

1 MEG

SHT GAME

UNIVERSAL
SOLDIER

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BY: ACCOLADE

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AUGUST
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
PROGRESS RELATED
SKILL LEVELS
TWO
RESPONSIVENESS
GOOD
1ST DAY SCORE
815750
ORIGIN
The film 'Universal Soldier' and the game "Turrican." The former being a major flop and the latter quite a success.

UNIVER SOLDIE

Bang! Bang! You're dead! Or so the saying goes, though not when you're Luc Devreaux. For Luc is a Universal Soldier, UNISOL for short, and is what you might call a 'living dead' - a reanimated casualty of the Vietnam war. Chilling stuff, eh? In fact Luc is quite the cool guy when it comes to life-threatening situations, which is hardly surprising being as he has no life to threaten!

A victim of a top-secret experiment, exploring the possibility of an army of indestructible soldiers, Luc Devreaux is now a brainwashed shell of his former self - his body functioning like a machine under the command of government officials. After 'malfunctioning' the corpse Luc starts to remember various details of his former life and sets out to discover the secrets of his past.

Of course the whole of the government's special forces are after his lifeless blood as he is far too important a secret to lose! More worrying still, a crazed ex-Sergeant of his - Sergeant Scott - has a personal vendetta against Devreaux. Even *more* distressing is that Sergeant Scott is a UNISOL too! It's one tough battle alright that only you, as usual, can help him through!

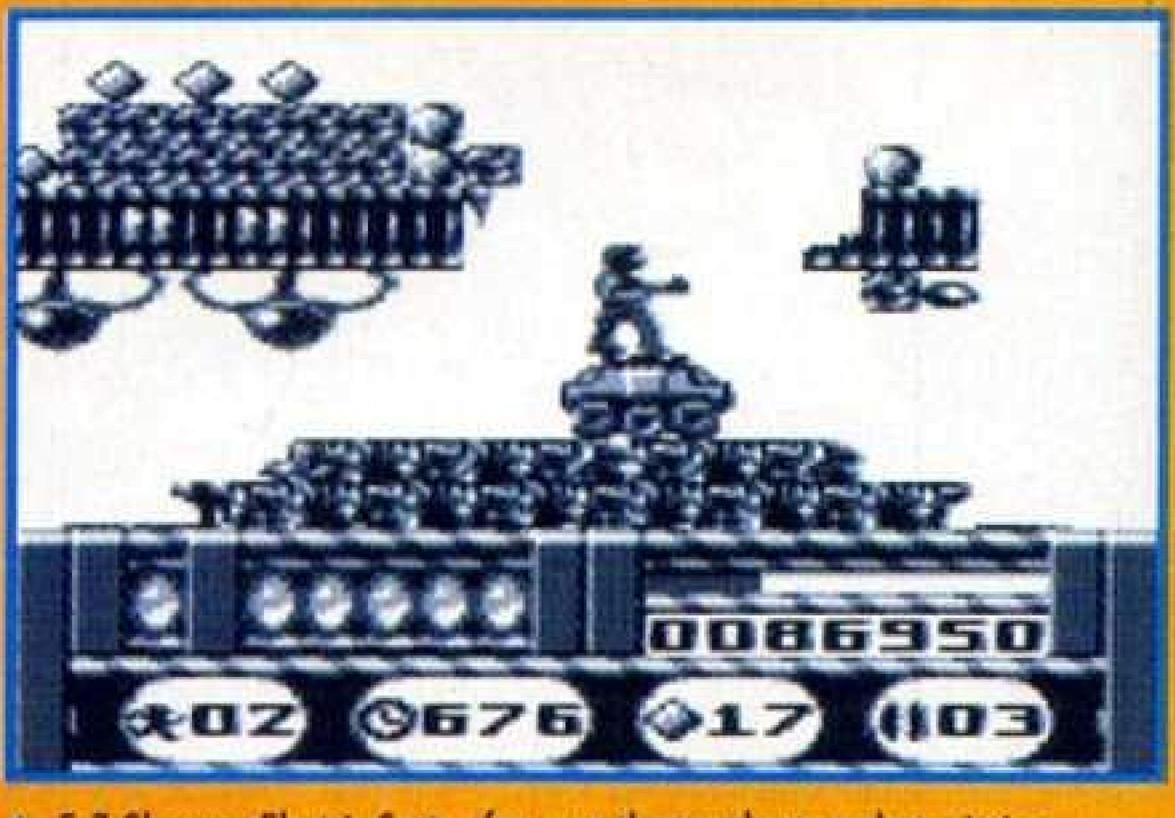
COMMENT

PAUL

For such a small machine this is a very fine effort indeed, despite its many passing resemblances to the game Turrican which is also available for the Game Boy. Though having nothing but guns, and lots of them, in common with the film this is quite an extensive platform shooter with a substantial amount of interesting features to keep it going. Of course my biggest complaint is that the cart is already on sale under another title, albeit for a few minor cosmetic differences, but if you don't own Turrican then this is is a good source of solid, blasting action with a modicum of exploration thrown in for good measure. Don't expect much of the boss characters though because they're wimps!

HOLD FIRE!

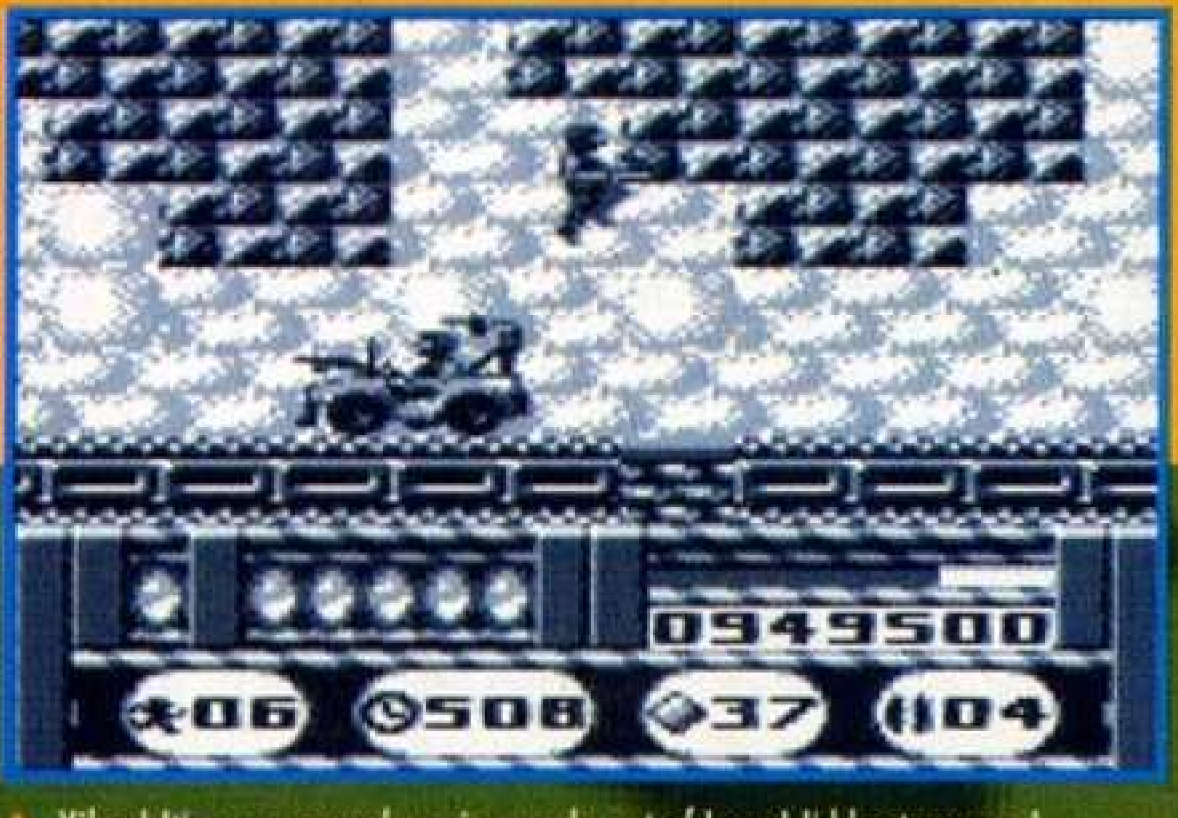
Though there are times where Luc is required to swim for his life, for the most part Luc's troublesome journey leads him over solid ground. During this time he has an extra weapon for use against his mindless enemy. Keeping his trigger finger firmly pressed engages a rapid-fire, super gun that he then rotates to obliterate all and sundry with great effect. This rapid fire unit, once fully powered, is especially useful for clearing passages through breakable walls and weak areas in the ground. Hidden ledges also appear more frequently when this is in use.



▲ E-Z-Shopper Electric Carts - for even the toughest combat mission.

BATTLE FRENZY!

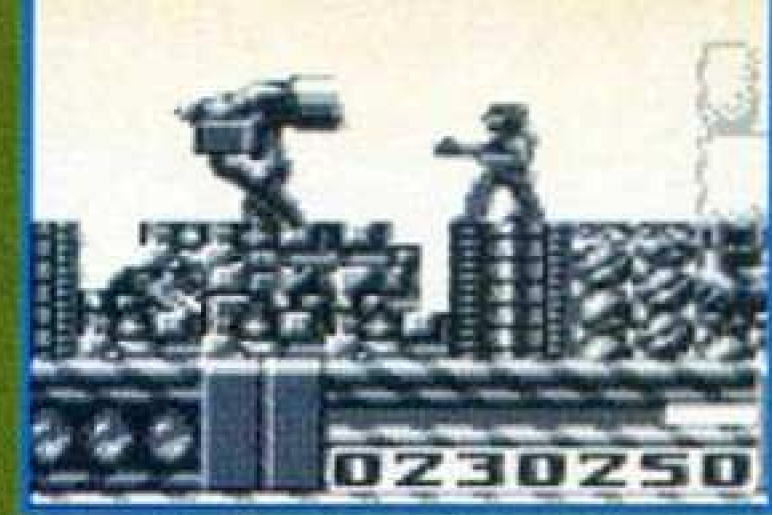
If things look bleak, even for a dead person, then Luc has a supply of 'smart bombs' that tear across the landscape to the left and right, demolishing everything possible! Even better, when Luc combines this with his rapid-fire unit he becomes a mechanical, whirling dervish - emitting almost all forms of weaponry in every direction and certifying the destruction of absolutely anything!

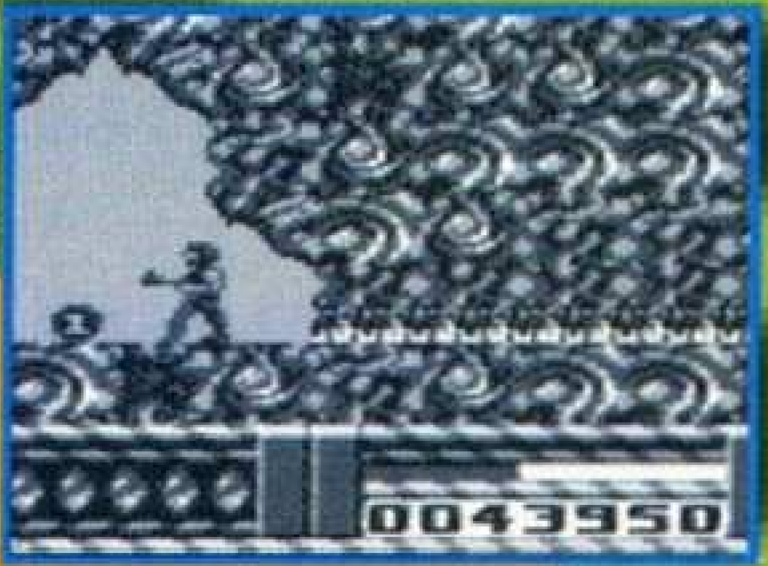


▲ Yikes! It's a personnel carrier made out of Lego! I'd best scarper!

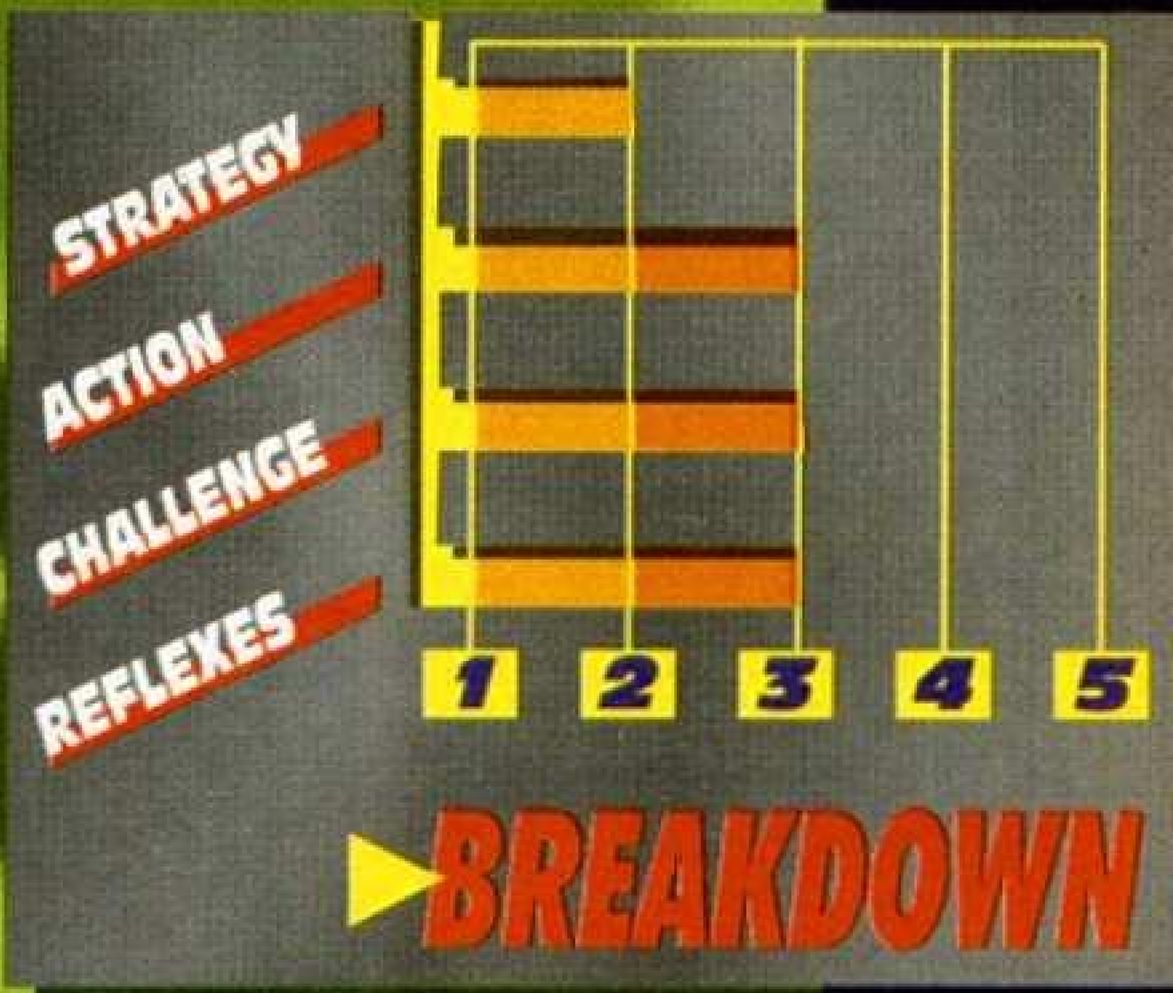
SAL

R



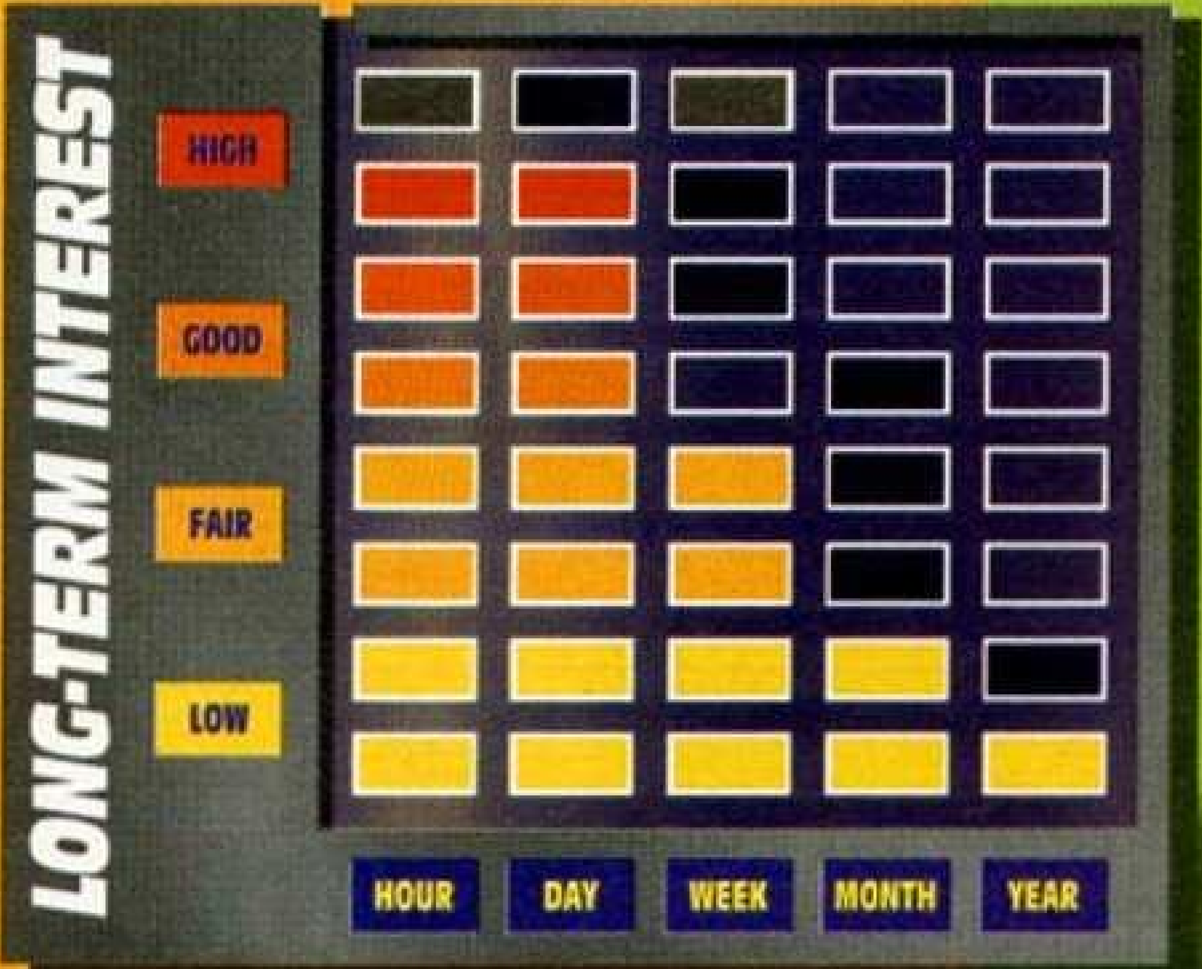


RATINGS



LUC-AZADE

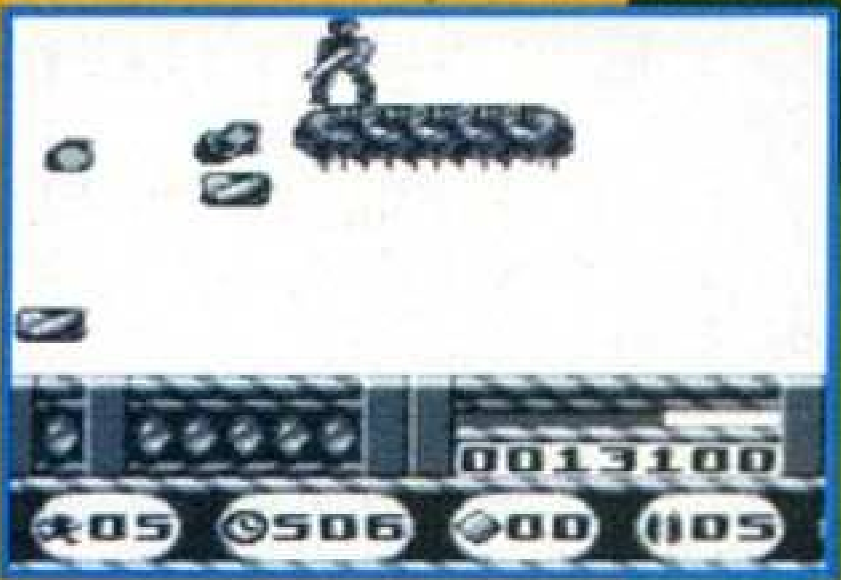
Should Devreaux's bulky form encounter an interesting yet miniature gap in a wall he has the ability to transform himself into a tiny, spiked wheel and roll right on through! In this form Luc is impervious to damage but causes much of the same himself, and is able to drop bombs as he trundles along on his merry way! Of course, everyone remembers the famous scene in the film where he did this, don't they?



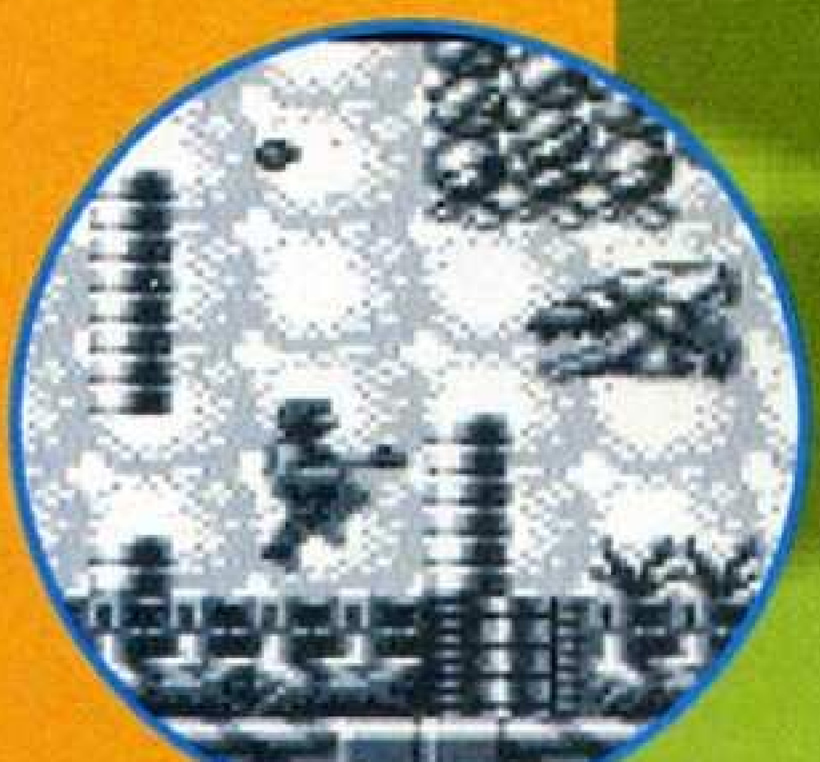
COMMENT

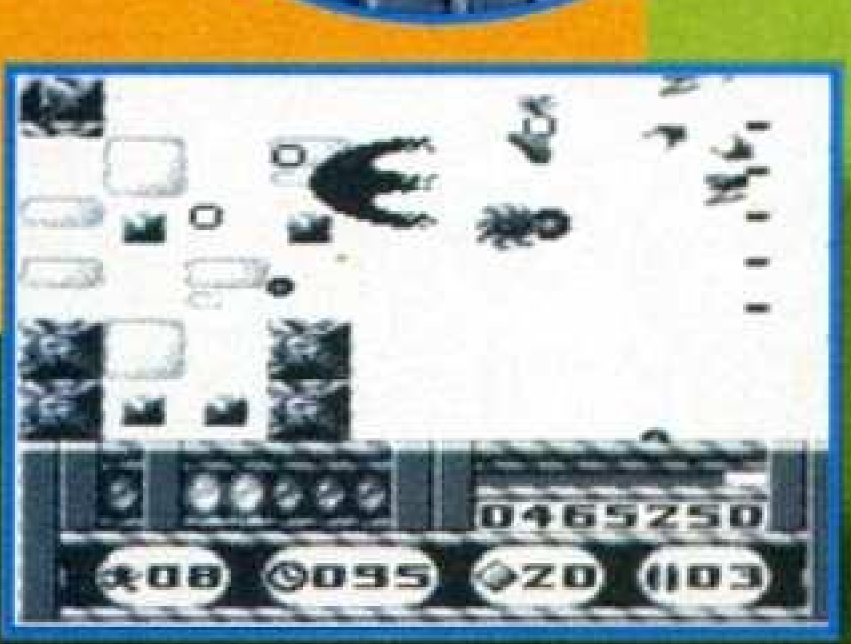
RAD

Never has a string of conversions been as ill-fated as Universal Soldier. The idea of re-releasing the not-too-inspiring Turrican with a bit of a facelift was always more than a bit doomed, but to repeat this mistake on just about every console going is inexcusable. It wouldn't be so bad if they'd got the message after the first time and at least updated the gameplay if not overhauled it, but instead it's just regular old Turrican - a game that's already seen the light of day on the Game Boy. But that's not all. Universal Soldier actually manages to take exactly the same game and make it worse. The problem lies with the graphics. They're so small and dark that it's impossible to tell what's going on, especially against some of the more "detailed" (ie cluttered) backgrounds. Also, all the Universal Soldiers themselves look identical, including the one under your control, so as soon as a couple of them bound on screen it's a one-way trip to "where am I?" central. If you're really really desperate to get get this game, buy the original Turrican and save yourself some cash and a lot of hassle. However, most players would be well advised to look elsewhere.



▲ Oh no! I can't tell what's going on!





▲ Aiieee! It's a Klingon Bird of Prey!

PRESENTATION

57

▲ There's a demo and the facility to alter the difficulty setting. Useful password system.
▼ The title screen is basic, with no attract sequence nor in-game presentation at all.

GRAPHICS

82

▲ The backgrounds are varied. The characters move well. There is hardly any slowdown.
▼ At times Luc's character is lost against the dark scenery. The boss characters are slightly wooden-looking.

SOUND

79

▲ Some decent tunes serve the on-screen action well.
▼ A couple of the tunes are slightly reminiscent of tunes heard on digital watches.

PLAYABILITY

83

▲ Luc is a versatile character, with plenty of weapons and a large play area to explore.
▼ Pretty unoriginal gameplay and the end-of-level bosses are so disappointing!

LASTABILITY

74

▲ It's a large game...
▼ ...though, at times, it's not so challenging and the password system ensures completion.

OVERALL

A satisfying blast and an overall good title for the Game Boy. However, bear in mind that it's virtually the same game as Turrican and no better at that.

79

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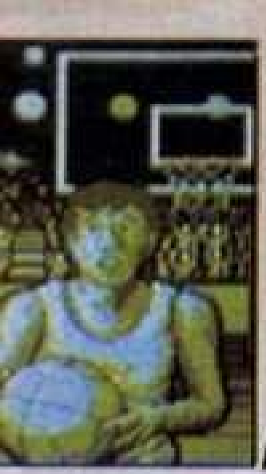

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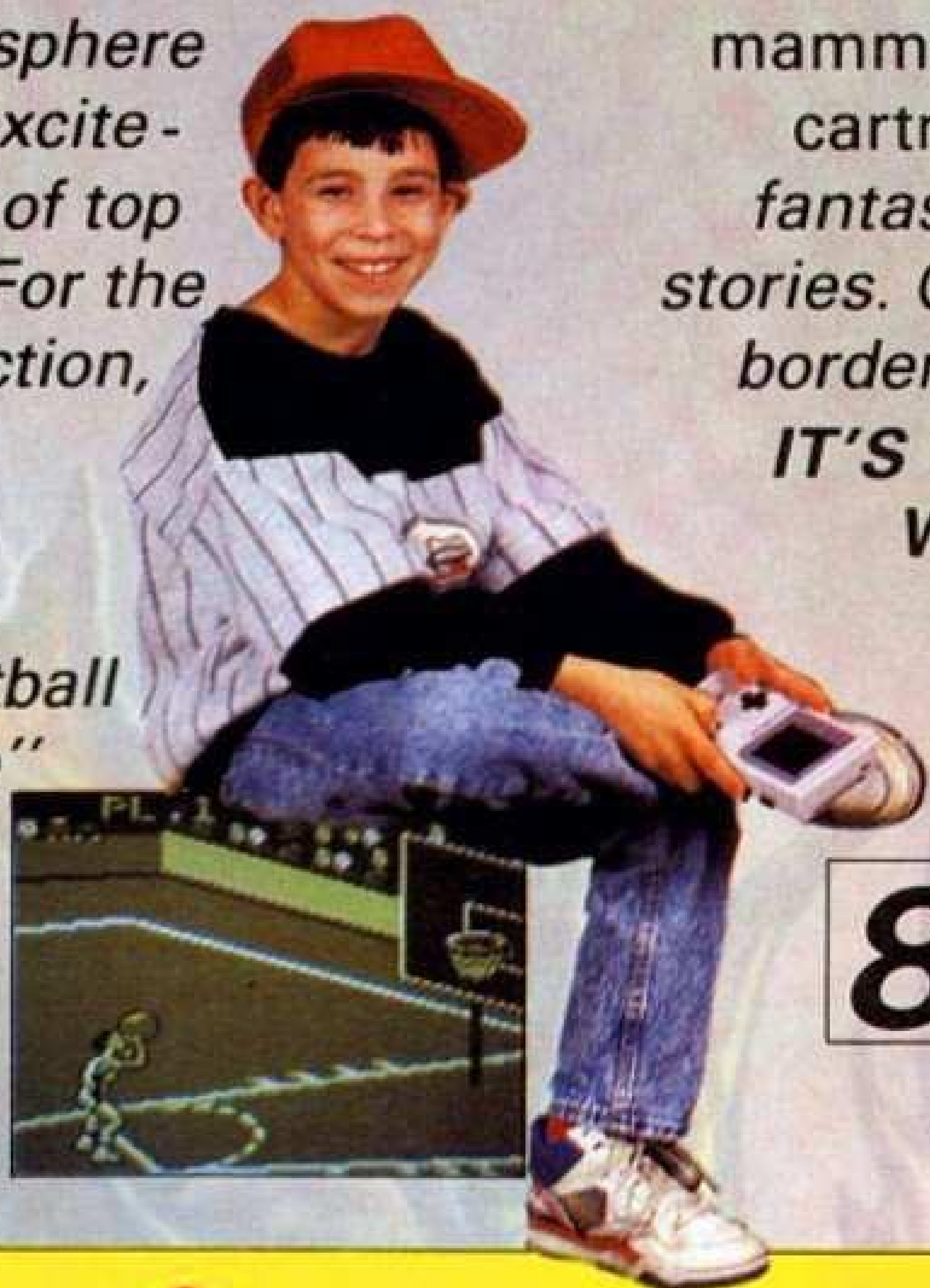

OF OLYMPUS

An arcade adventure of mammoth size. 2 M. Byte cartridge. *''A wealth of fantastic characters and stories. Graphically it often borders on spectacular.* ***IT'S GOT TO BE A WINNER.''***

G.B. Action

87%

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THE BATTLE OF OLYMPUS
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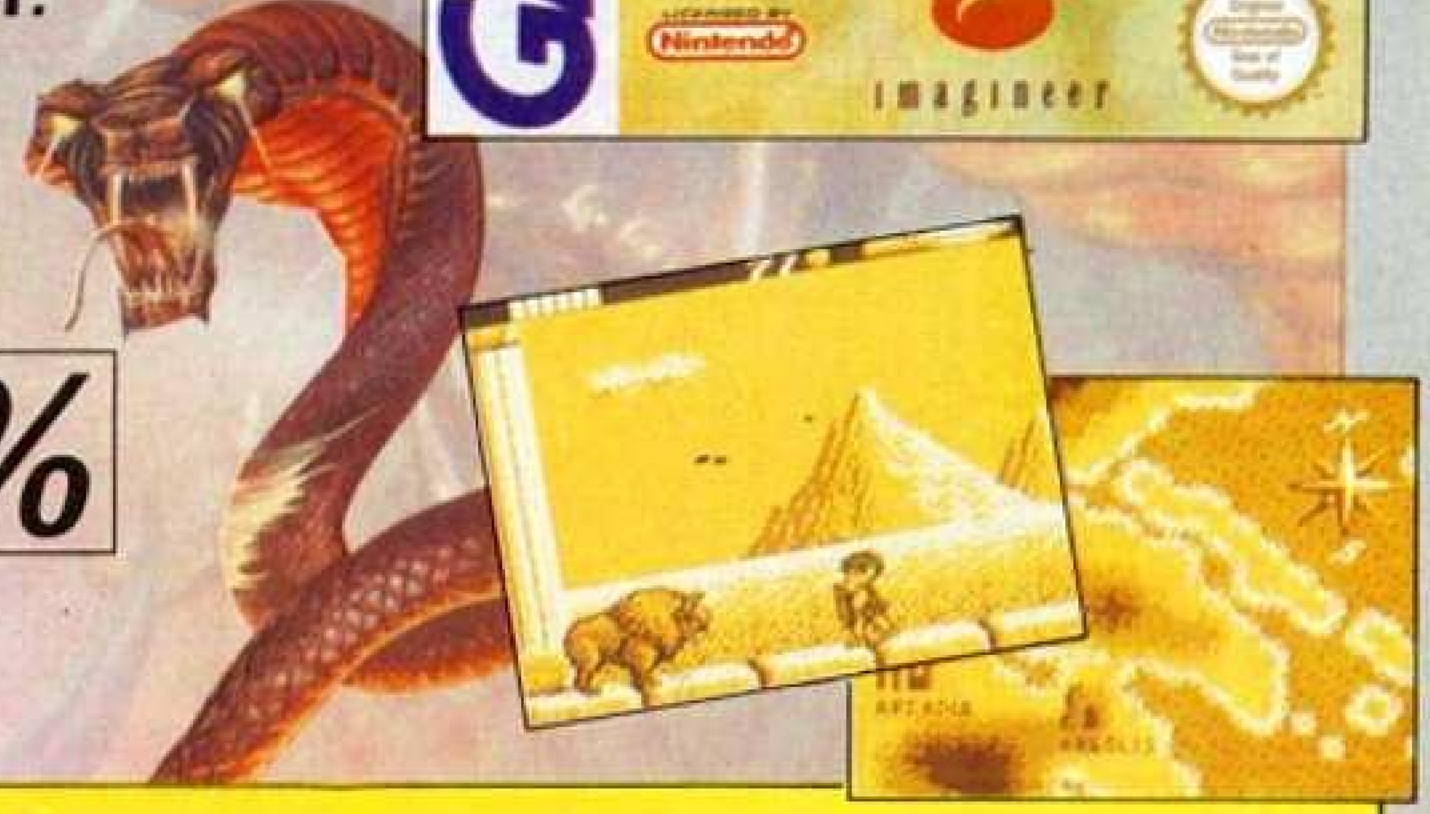

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you are God.
different worlds
your conquest.
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tillating
io right
e off''.
ction

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KICK OFF

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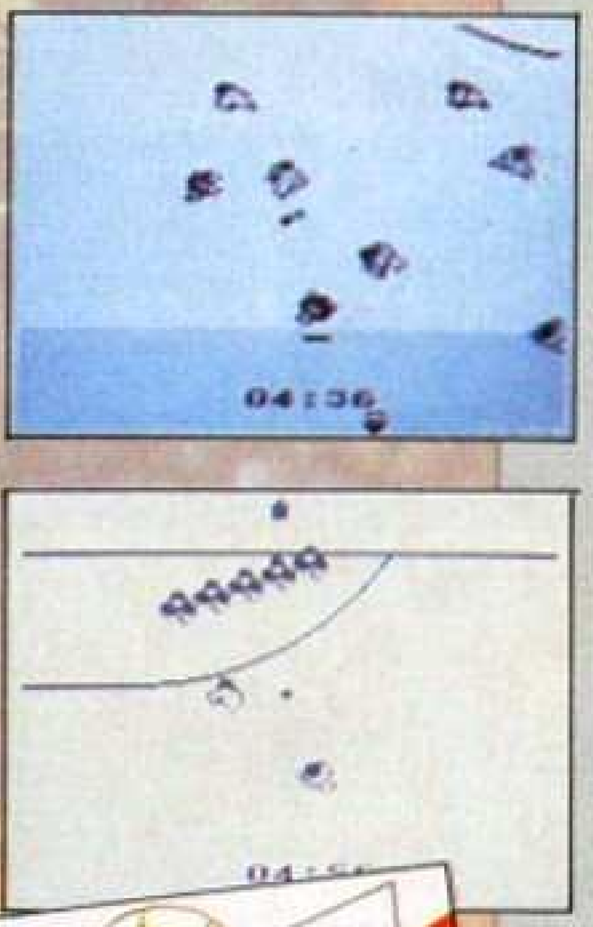
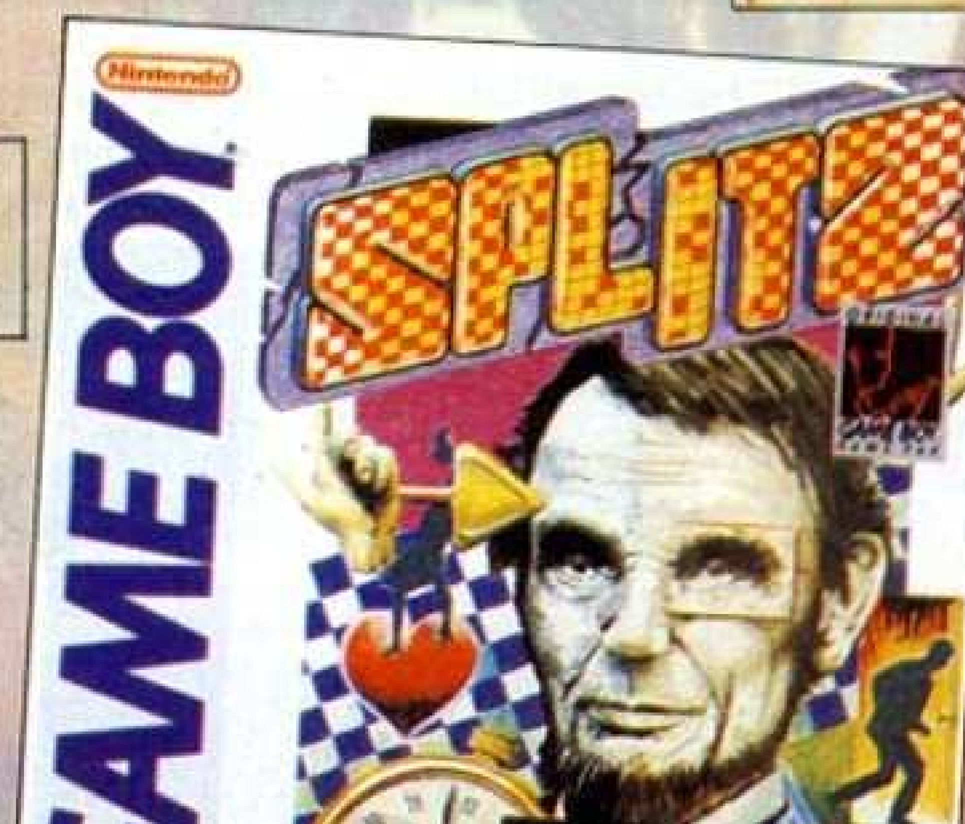


SPLITZ

A puzzle game against the clock. *''I have never found a puzzle game which I have liked but finally one has arrived''.*

G.B. Action

85%


GAME BOY
SPLITZ
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GAME BOY
Super KICK OFF
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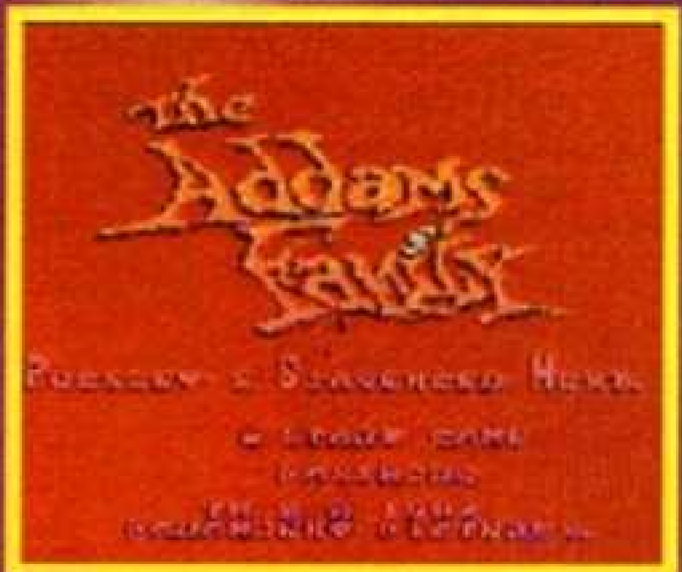
1 PLAYER

8

ACT GAME



PRICE:

BY:OCEAN

RELEASE
JUNE

CONTROL
JOYPAD

GAME DIFFICULTY
AVERAGE

CONTINUES
INFINITE

SKILL LEVELS
ONE

RESPONSIVENESS
GOOD

1ST DAY SCORE
DEFEATED THREE BOSSES

ORIGIN
Whilst Pugsley's Scavenger Hunt is based on an episode of the same name from the new cartoon currently showing Stateside, eagle-eyed fans may notice that the game is in fact a copy of the first Super NES Addams Family game.

PUGSLEY'S SC

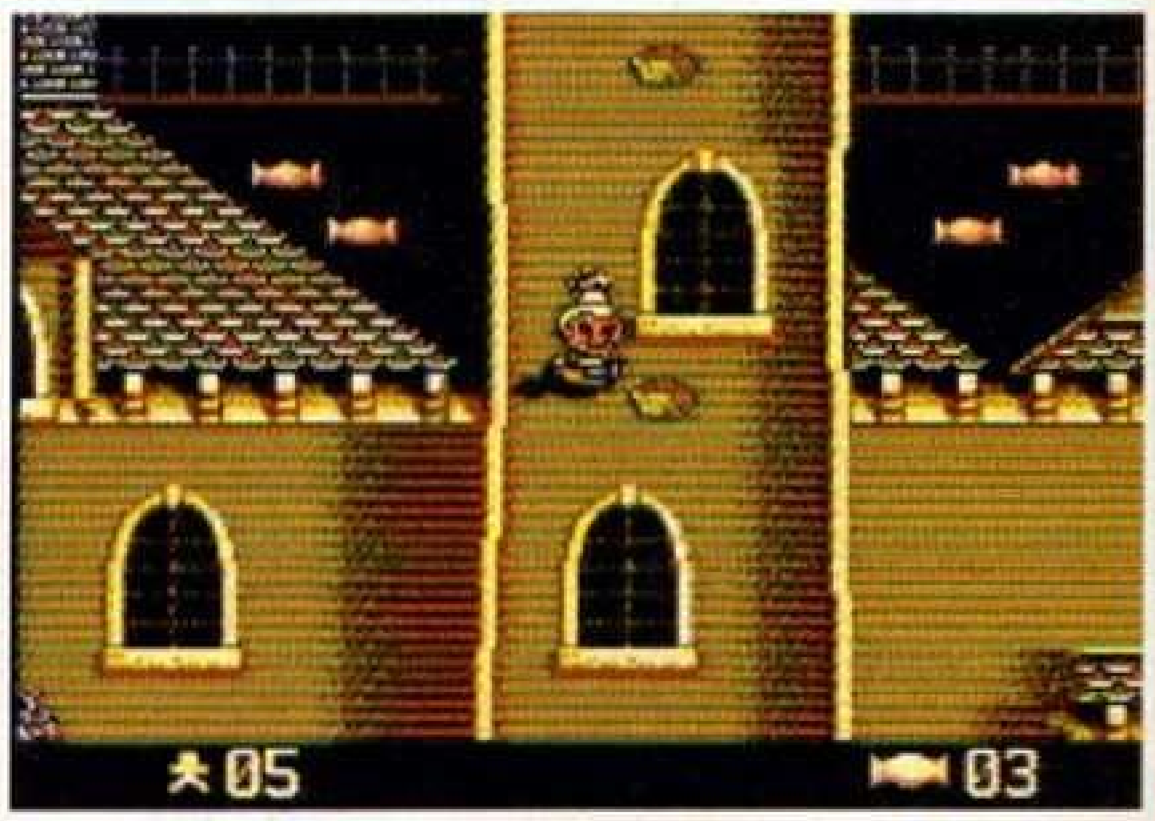
Life can be funny. I mean, when Gomez Addams took his young son Pugsley to one side and told him that he wanted him to follow in his footsteps, little did the weightily challenged child know that this would be taken quite literally. Remembering his old man's first platform antics as he rescued the family from the hands of unscrupulous planners, Pugsley was surprised to find that the Scavenger Hunt his sister Wednesday had set ran along similar lines. As he checked off the list of goodies he was told to collate, it seemed fairly normal: as many sweets as possible, energy hearts - oh, and Gomez, Morticia and the rest of the family...

What had started out as a normal kids' game has somehow mutated into a rescue mission almost identical to the one Gomez had completed before. Granted, the hallways has been decorated and the coins Gomez had once collected replaced by sweets. But the platforms and meanies are there, and each of the ooky, kooky family have been stashed away in one of the building's many wings. It seems Pugsley's scouring could bring on the greatest feeling of deja-vu known to man...

How To Control In his attempts to free his family, Pugsley runs, ducks and jumps across the house's many corridors and annexes. The pad is used to the guide the young scamp, while the buttons effect his surprisingly agile leaps.

A	Shuffle along
B	Jump
S	Nothing
S	Pause

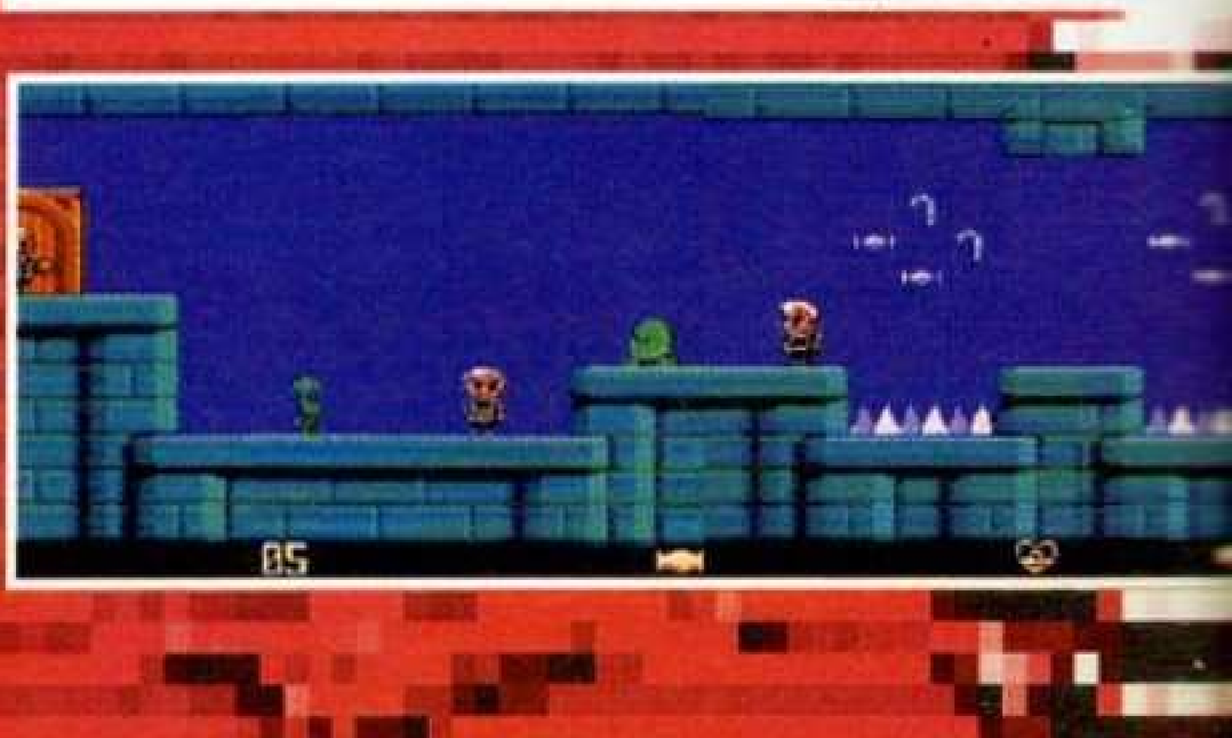
How To Play Each member of Pugsley's family has been locked away in a separate wing of the massive mansion. Avoiding the many oddball creatures which inhabit the building, Pugsley's aim is to free Gomez and Co from their confines, whilst collecting as many sweets and bonuses as possible.



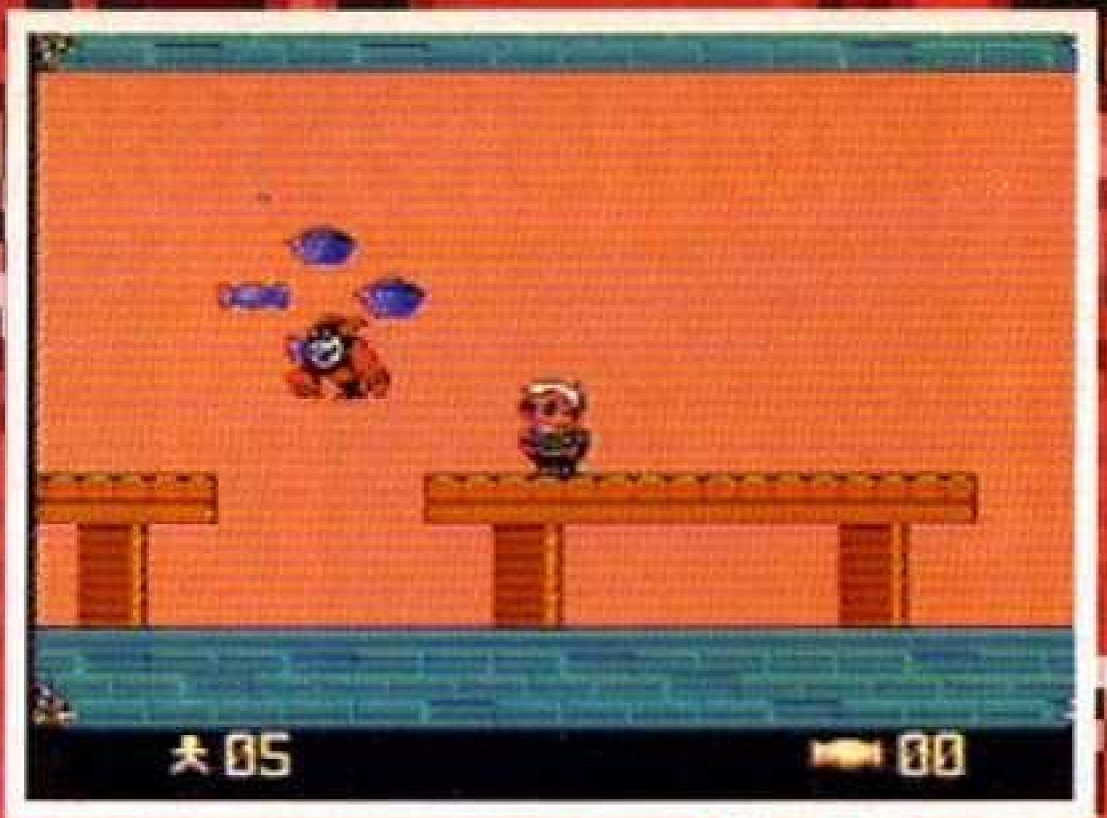
▲ Tell you what: this is a bit of a lark, eh?

BRAHMS AND

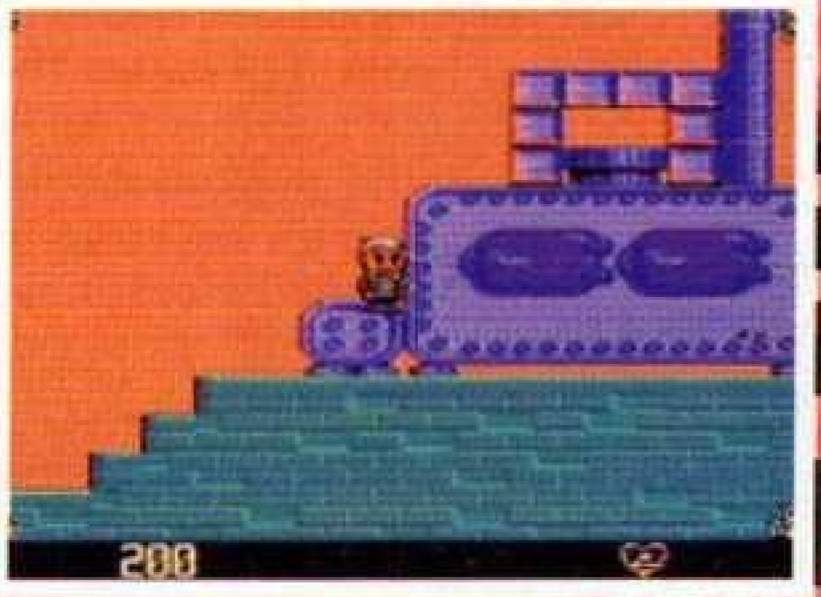
Hearts: The length of Pugsley's life is governed by two hearts. Each allows him to withstand a hit from one of the enemy creatures, but if both are lost, so is a life. Thankfully there are top-up hearts which replenish any lost energy.



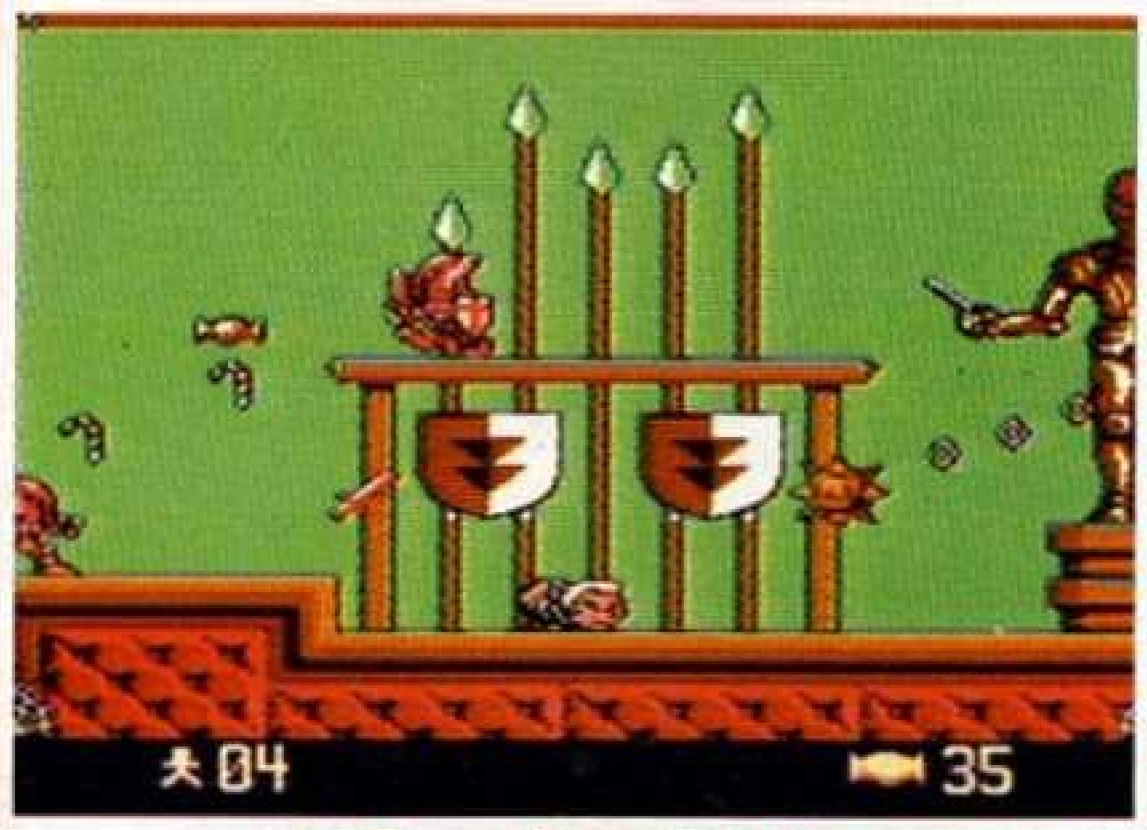
AMS
MILY
AVENGER HUNT



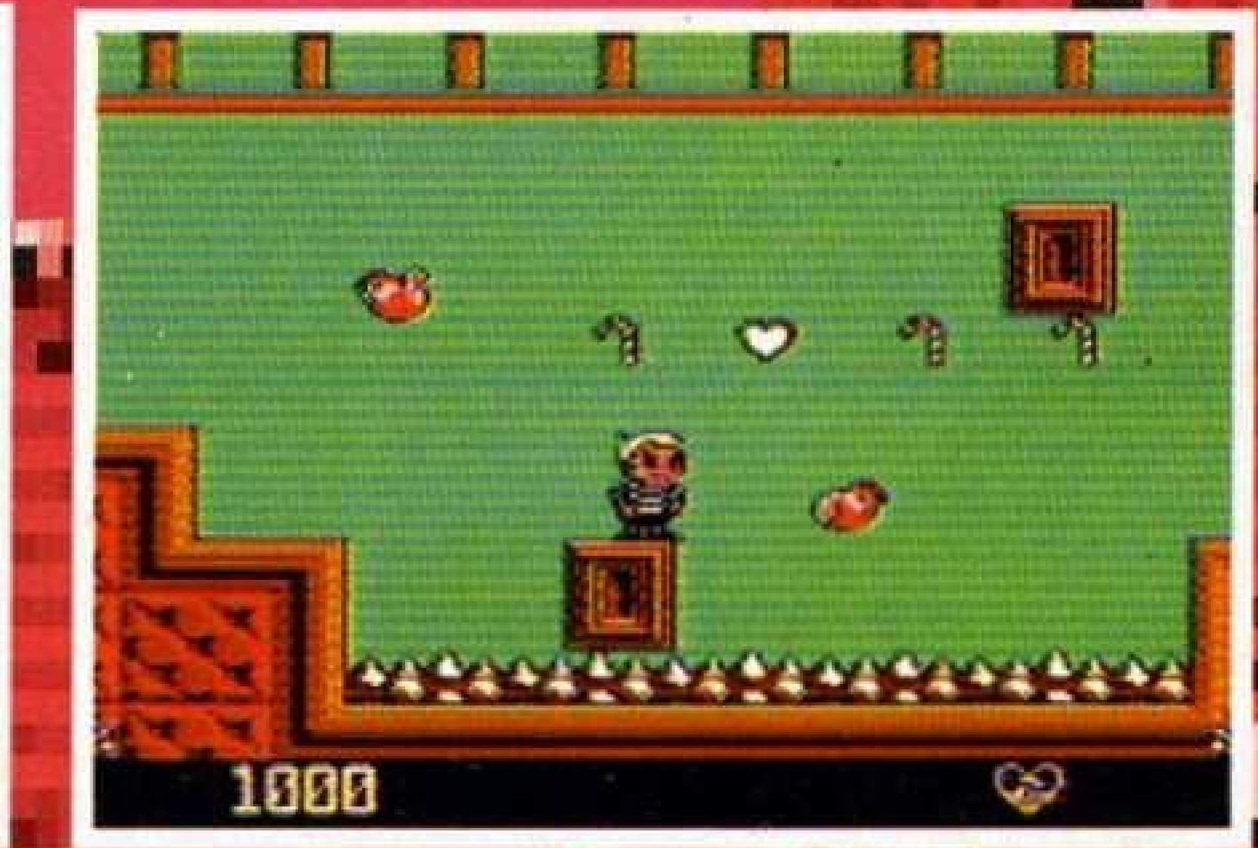
▲ Can Puggs turn the, er, tables on his enemies? Course he can!



▲ Don't fancy yours, mate...
...Bit of a boiler! Tee ho!



▲ Blimy!



▲ Well, if you didn't want a spike up the botty what would you do?

LIST

Considering Pugsley is on a scavenger hunt, the list of objects he needs to collect is rather limited. Here's the complete list:

Sweets: These replace the cash in the Super NES game. Collecting twenty five adds another heart to Pugsley's supply, whilst a hundred are rewarded with an extra life.

Fezcopter: These are found floating around. By leaping up at it, the Fez automatically affixes itself to Pugsley's head, endowing him with the powers of flight. Its effects are limited to the room Pugsley finds it in.

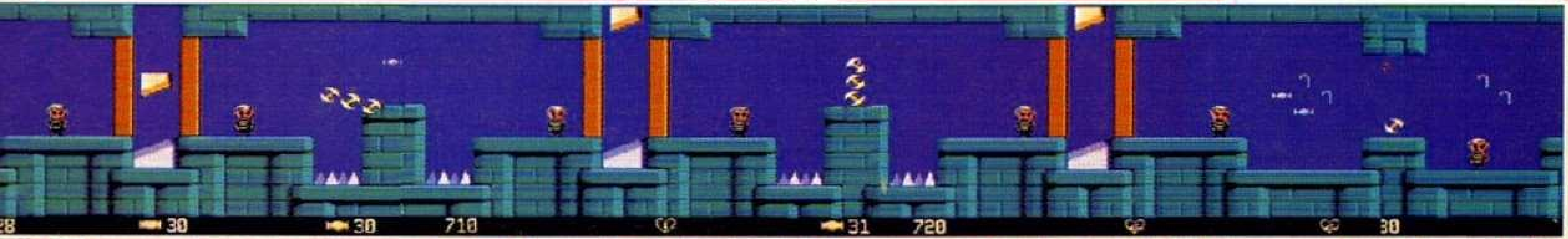
1-Ups: Yes, well, if you need this explained then immediate remedial help is obviously called for. It's an extra life, get it?

COMMENT

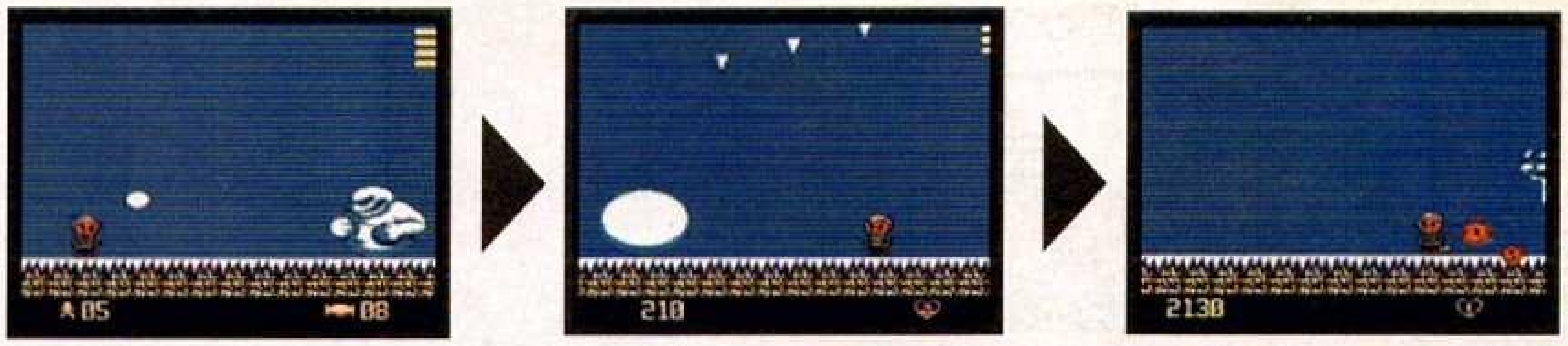
STEVE

Whilst Ocean have made Pugsley's scenario pretty much redundant by converting the original Addams game to the NES, Scavenger Hunt is still one of the better titles released for the machine. Although the game is obviously considerably smaller than the Super NES game, Ocean have opted for a tighter challenge. Graphically, Scavenger Hunt is more than adequate NES fare. The Pugsley sprite is cute and well animated, and the backdrops, whilst admittedly a little garish, are clear and never obscure the oncoming nasties from view. What appealed t me the most about NES Pugsley, though, was the game was just so easy to pick up and play. There's no dodgy sprite detection, the ability to explore virtually any part of the house is there, and there are loads of secret rooms and bonuses to find - and such features haven't really been seen on the NES since Mario last visited. Quite simply, Pugsley's Scavenger Hunt is a stunningly simple but brilliantly playable game, and although NES owners are hardly starved of platform titles for the machine, you'd be mental to miss this.

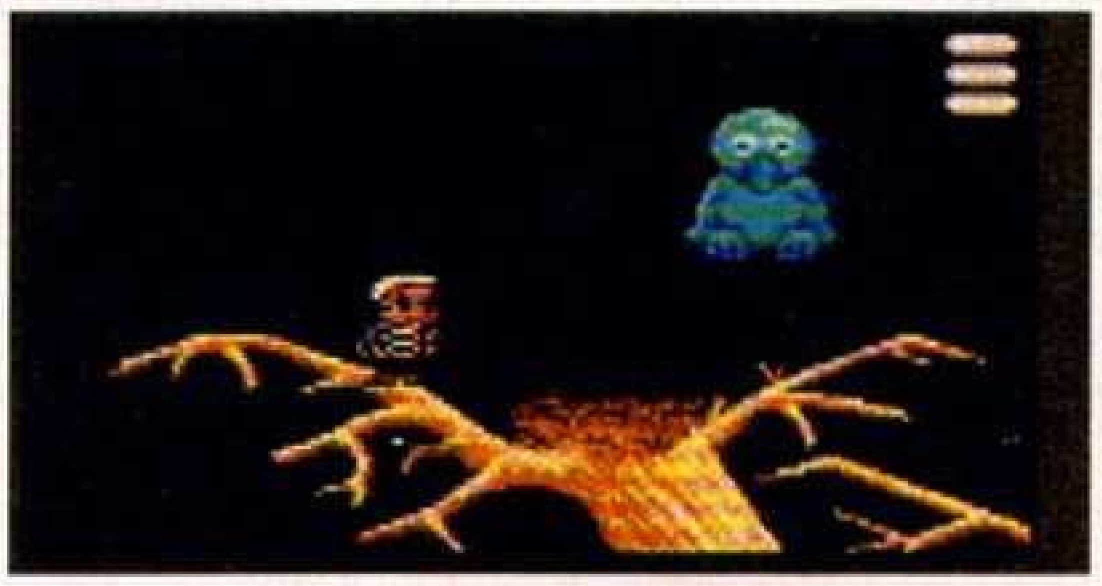
DIRTY DOINGS DOWN THE DUNGEON...



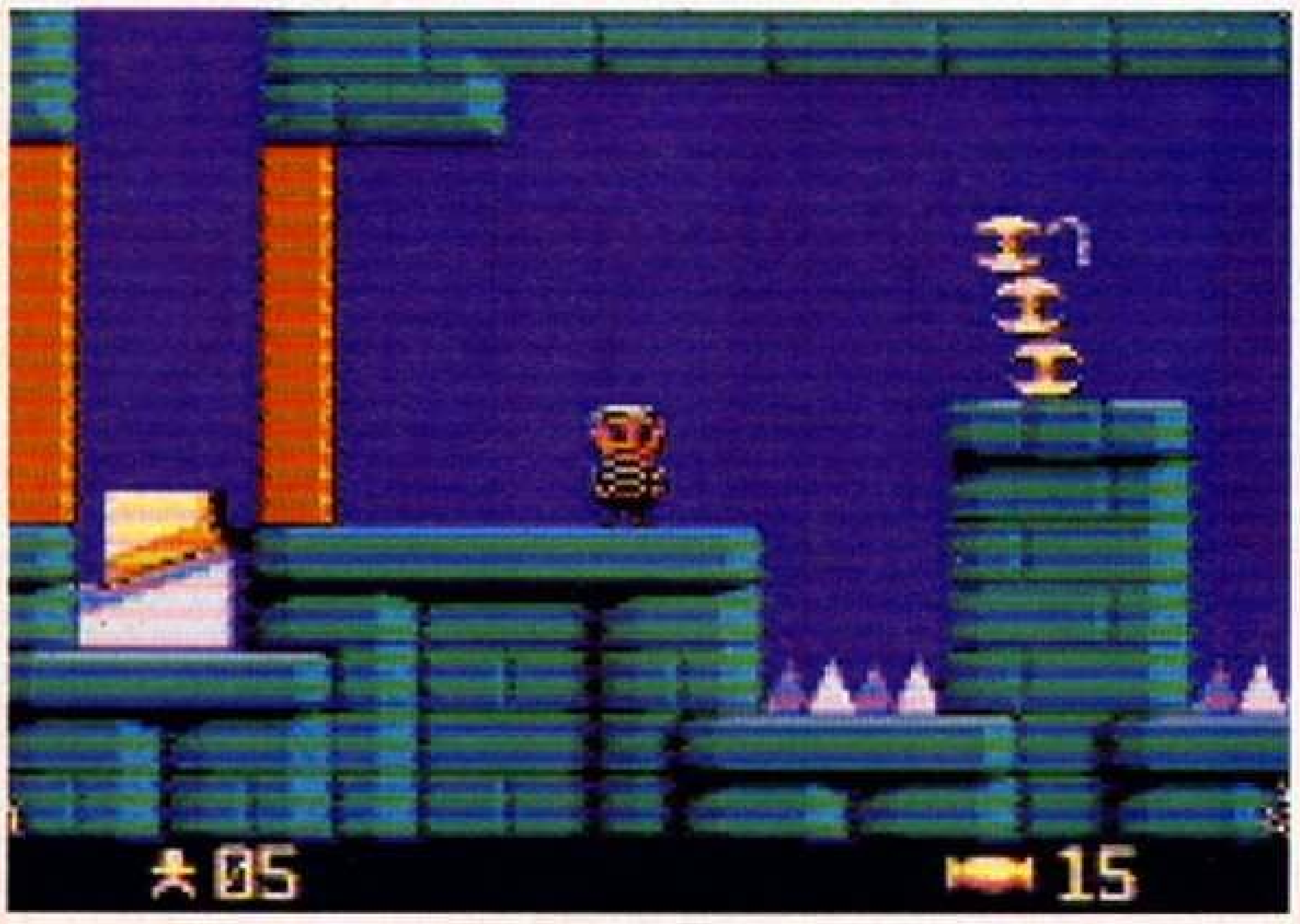
EM-BOSSED



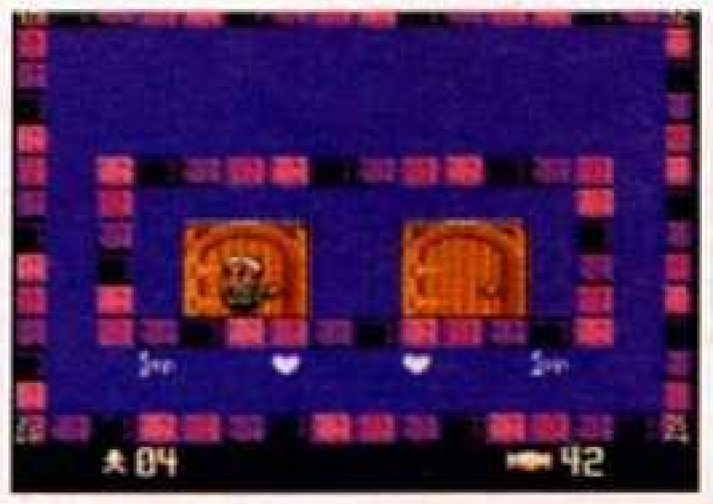
Although the NES mansion is a truncated version of the Super NES game, the evil boss creatures are still present in all their multiple-hit glory. These large-than-life creatures - which include a rather evil cousin of Frosty The Snowman and one of Orville's nastier relatives - are standing guard over the stricken family members. Pugsley must introduce his backside to each boss's face at least five times before they mysteriously explode. Must be all those sweets he eats...



▲ Eyeuurgh! I don't remember eating that...



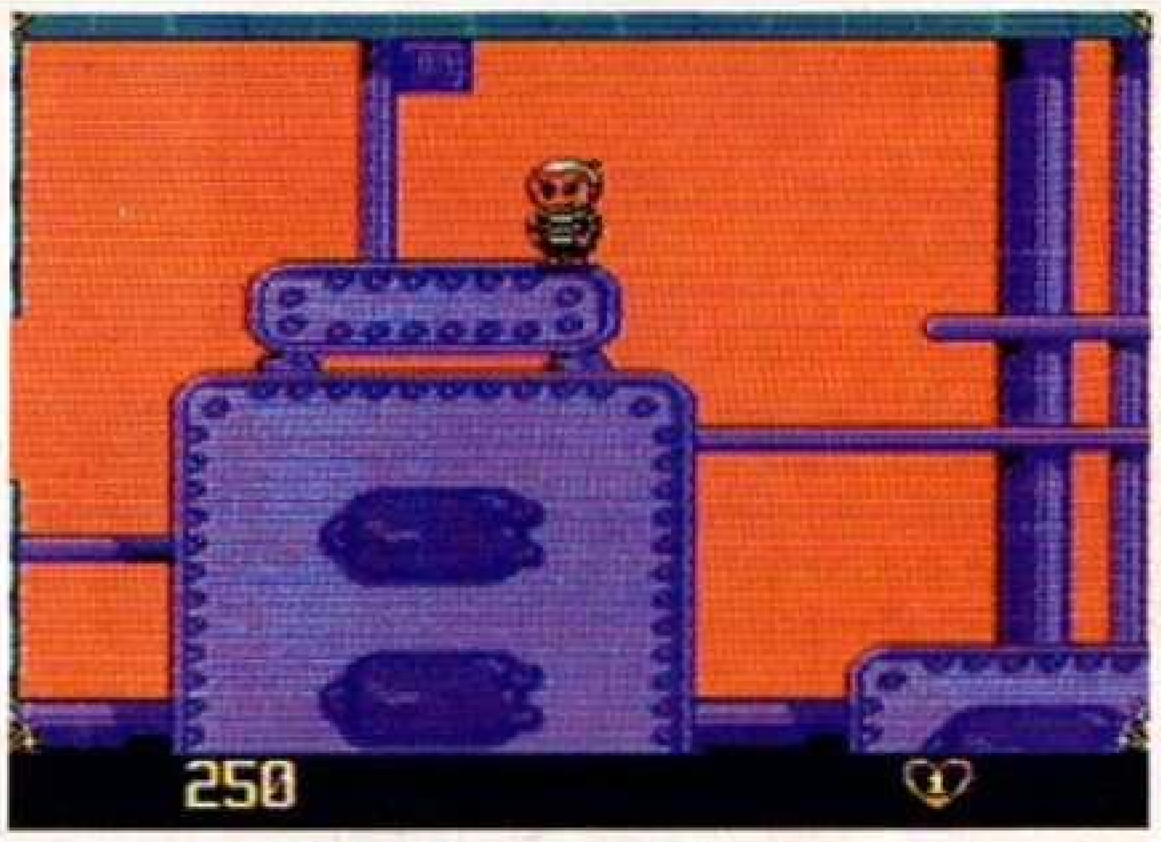
▲ Corks! A pile of apple cores armed with an old-fashioned walking stick. Probably.



▲ Pugsley is assailed by a selection from Woolies' pic 'n mix counter.

A SWITCH IN TIME

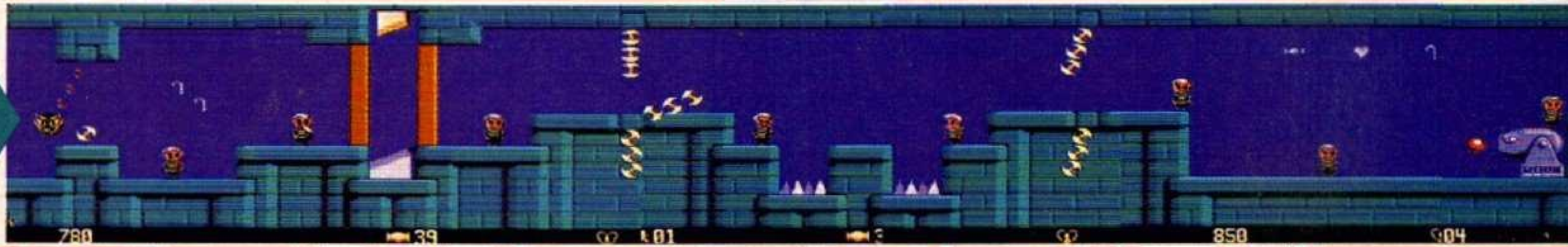
Occasionally, Pugsley comes across a wall or a part of the screen which seems impossible to pass. Not so. In his haste to reach the end of the stage, porky Pugsley has probably missed one of the rather inconspicuous switches which make the odd appearance within the house. Resembling little boxes with the word 'On' written on them, these are changed to the 'Off' position by head-butting them.

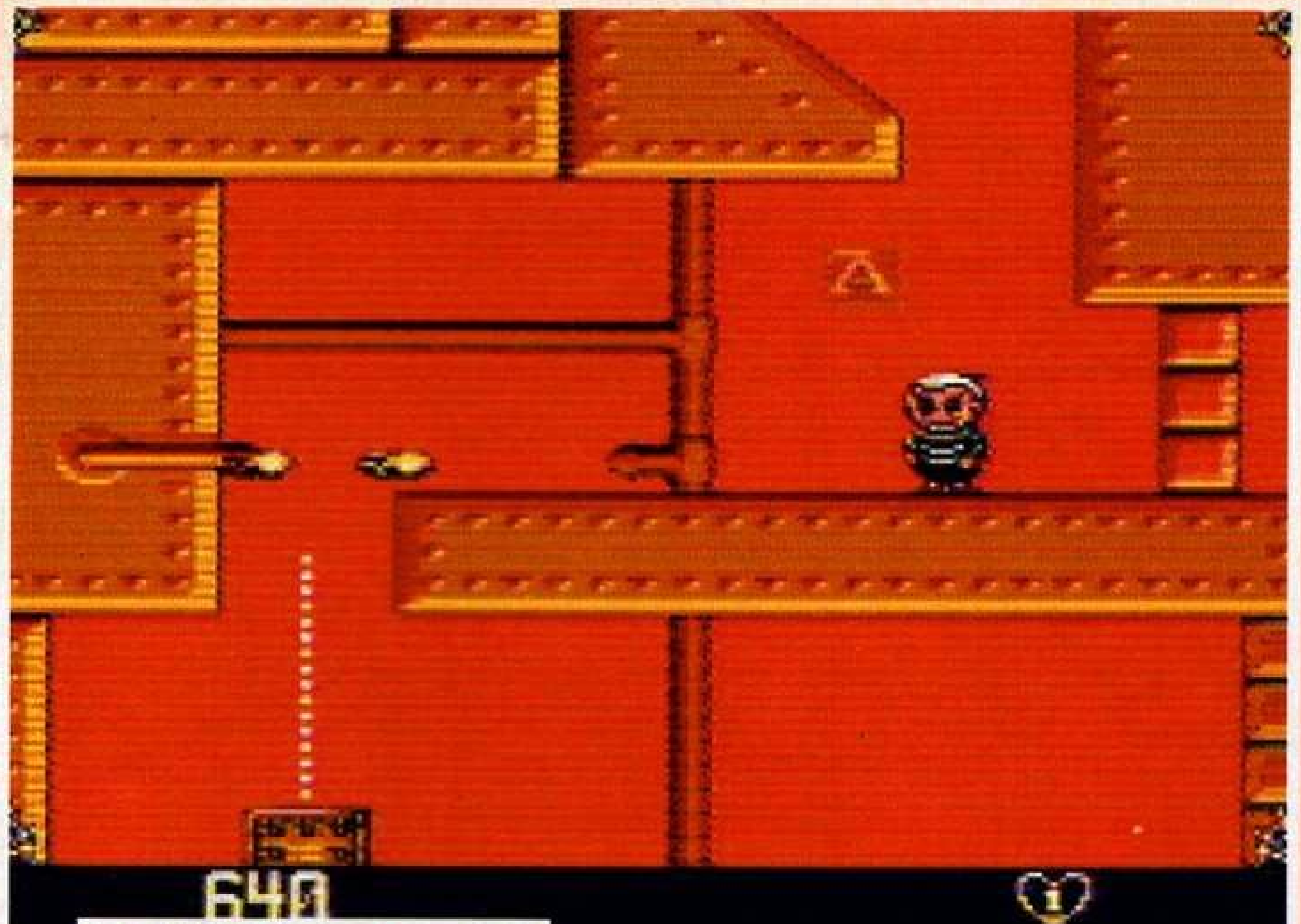


COMMENT

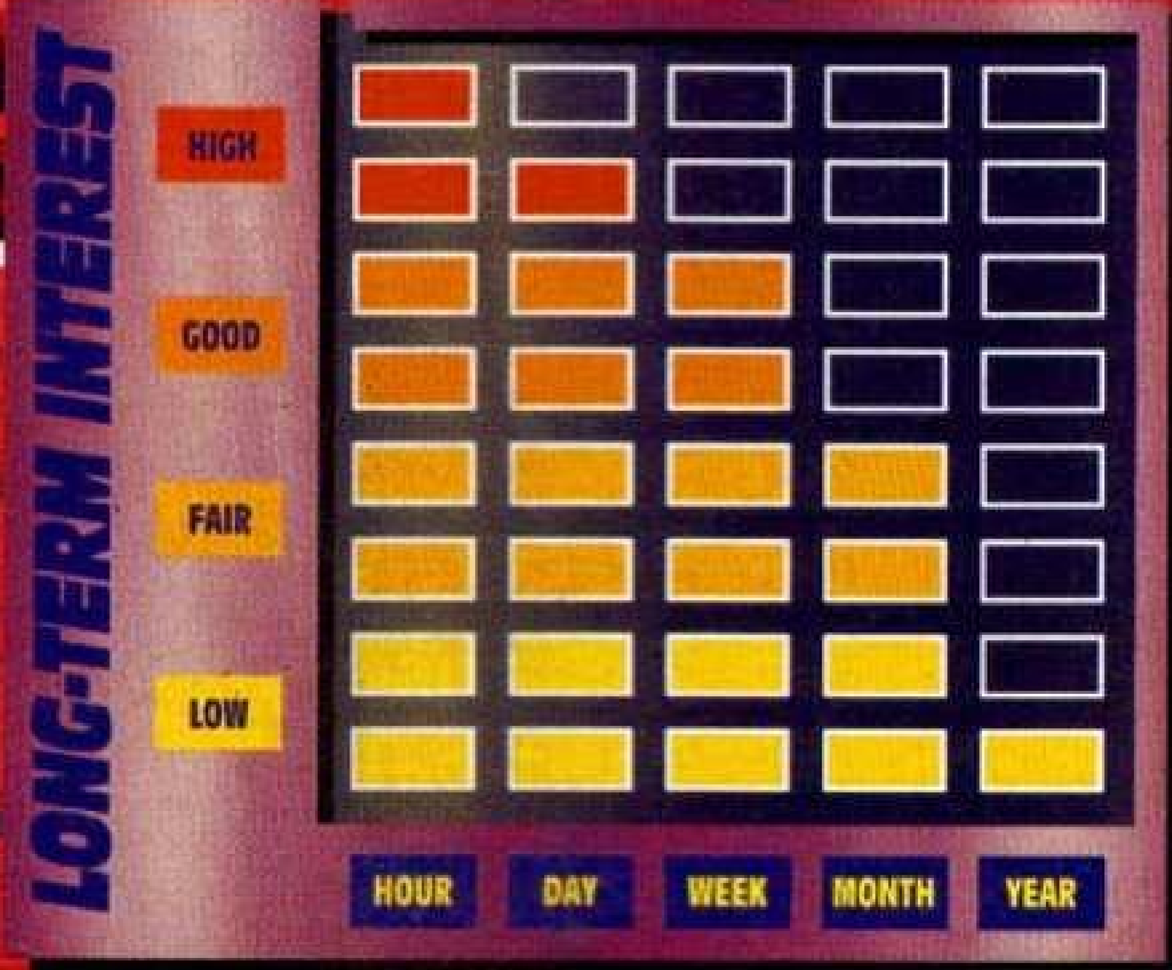
ANDY

Once again, the NES is playing host to another platform game, and my basic gripe is this: why is Scavenger Hunt so similar to the original Super NES Addams Family? Ok, so it would be impossible for Ocean to the recreate the stunning Super NES Pugsley graphics on the humble NES, but by converting the original they have made a lot of plot devices redundant. After all, when did Pugsley ever wear Gomez's Fezcopter? That said, Scavenger Hunt is still one of the better platformers to hit the NES. It's not exactly a massive game, but it is certainly small and perfectly formed. The porky main sprite is a dream to control, and there's nothing to fault regarding the sprite detection or playability. I suppose I'm a little bit spoiled having wasted a lot of time on the Super NES Scavenger Hunt, but for NES owners this is definitely worth a go - even if you own countless others of its type.

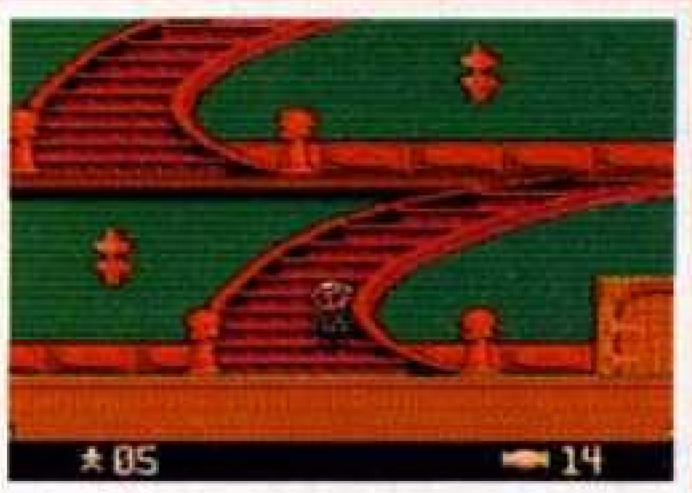




▲ Pugsley enters the fart-lighting zone. Prrrp!

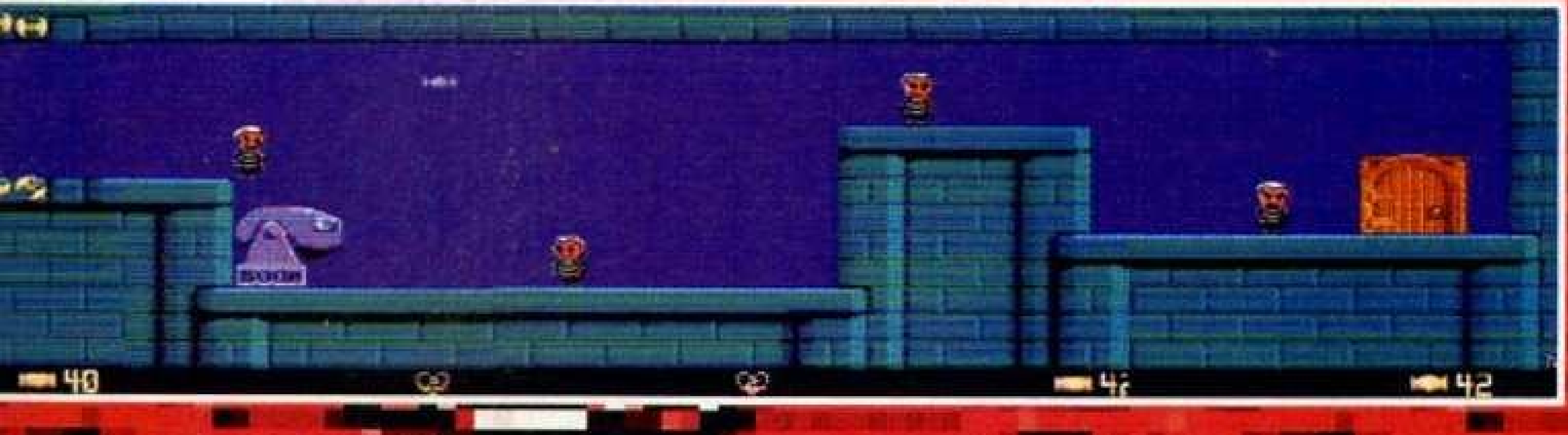


▼ Halfway down the stairs is the stair where I sit

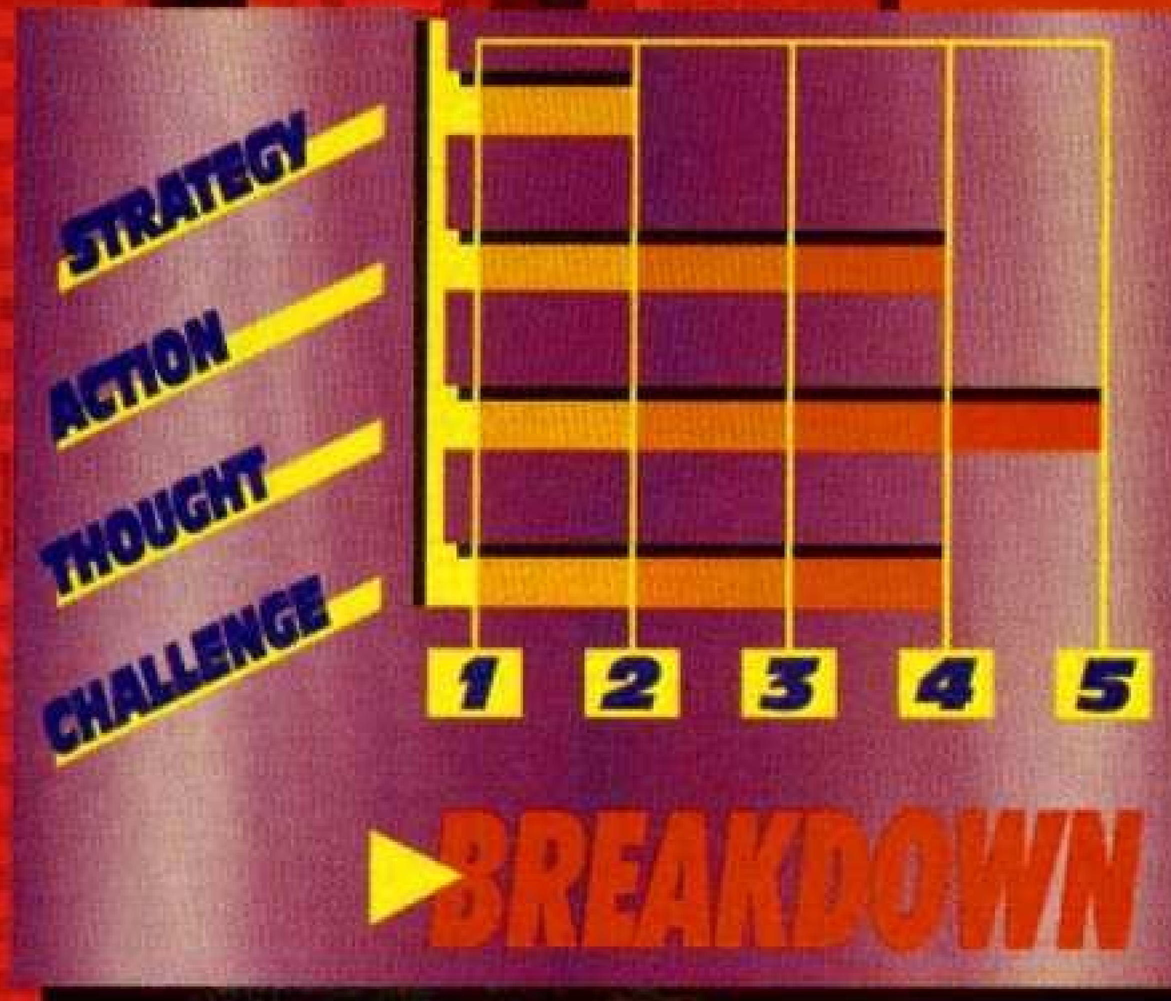


PULCITUDINOUS ROOM-INOSITY

The Addams' house is a rather oddly-designed building centralised around the lobby area. In similar style to the Super NES version of Scavenger Hunt (and indeed the first game), Pugsley scampers up and down the stairs using the assorted doors to enter separate wings of the house. From this starting point, Pugsley has access to the garden, the front of the house, one of the wings, and the kitchens. However, one room remains mysteriously locked. It's the one in which the other members of the family are being held, and is only unlocked once Pugsley has cleared the rest of the building of the items on his list.



RATINGS



PRESENTATION

80

▲ Typically slick Ocean front end, including a rather useful password system.

GRAPHICS

91

▲ Bright and gaudy backdrops complement the neat and surprisingly clear sprites.

SOUND

76

▲ Neat effects...
▼ ...but the sound is rather on the drab and unimaginative side.

LASTABILITY

88

▲ There's more than enough content here for most people.
▼ The password system reduces the game's lasting appeal slightly

PLAYABILITY

93

▲ Instantly appealing, and there's plenty to see in the nasty-filled building. The boss creatures add a different challenge to the proceedings.

OVERALL

90

Although nothing original, Pugsley's is another excellent addition to the NES' bustling platform league. One of the best games ever to grace the console, and a real treat to play.

KONAMI
AXELAY
SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION
Nintendo
1P 443270 HI 443270

Get into your flame proof combat suit, strap into the cockpit of the AXELAY stratafighter and stand by to launch into six sanity crushing worlds, all occupied by the Armada of Annihilation. Your mission - to seize the Axelay's secret weapons stolen by the evil enemy - but be warned, they're not going to give up easily and the fight of your life is just about to begin.

3 classic gam

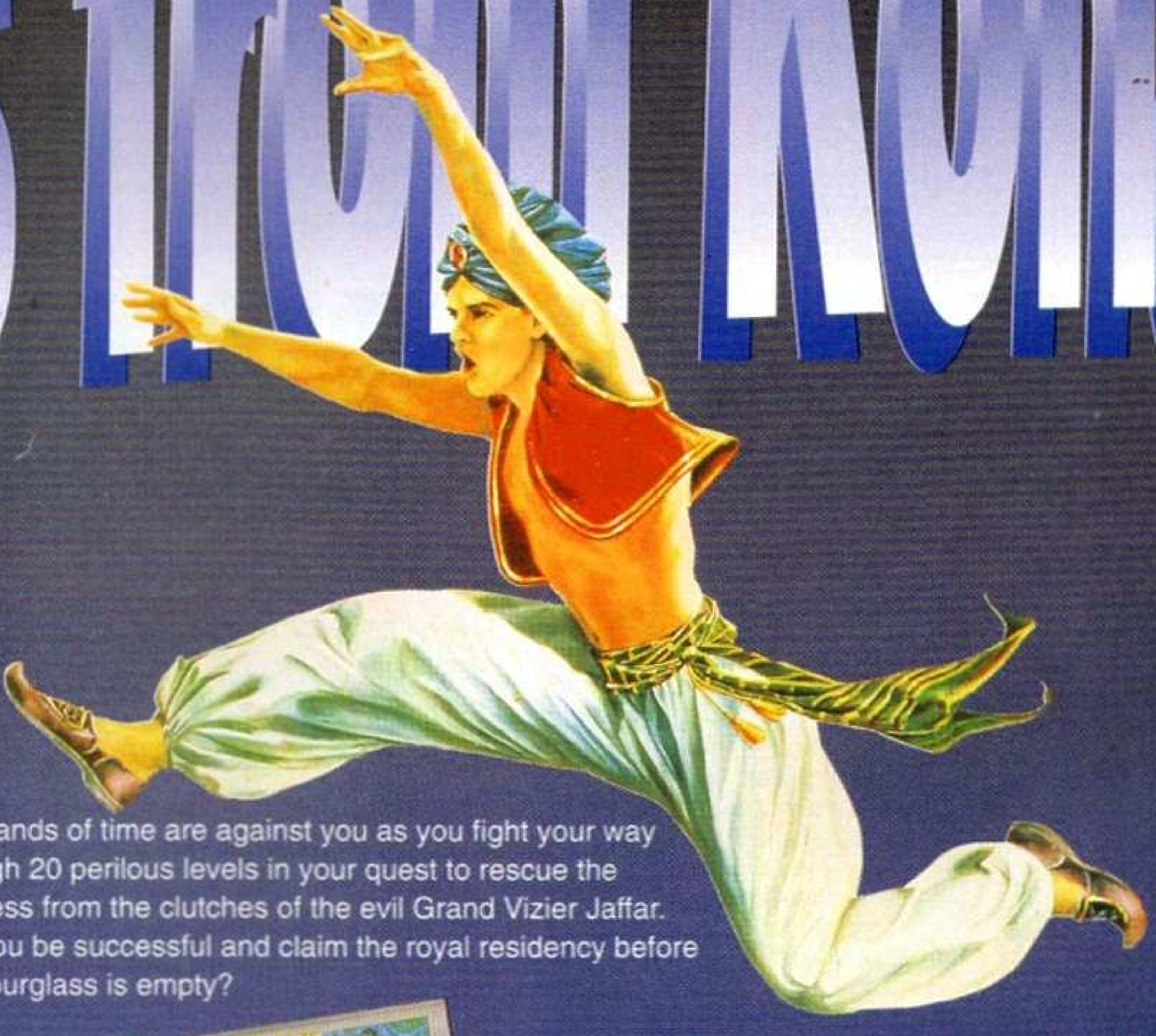
KONAMI
SUPER PARODIUS
SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION
Nintendo

The Great Octopus has threatened to destroy Earth. You must help Parodius and his friends in their quest to find and destroy the villainous, scheming squid so that Earth may enjoy life in peace once more.

SUPER PARODIUS

r SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO ENTERTAINMENT SYSTEM New. For your SUPER NINTENDO

es from Konami



The sands of time are against you as you fight your way through 20 perilous levels in your quest to rescue the Princess from the clutches of the evil Grand Vizier Jaffar. Will you be successful and claim the royal residency before the hourglass is empty?

KONAMI
PRINCE of PERSIA
SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION
Nintendo

KONAMI

SUPER NINTENDO
ENTERTAINMENT SYSTEM

ORIGINAL GAME LINK GAME PAK

ORIGINAL GAME BOY GAME PAK

Original Nintendo Seal of Quality

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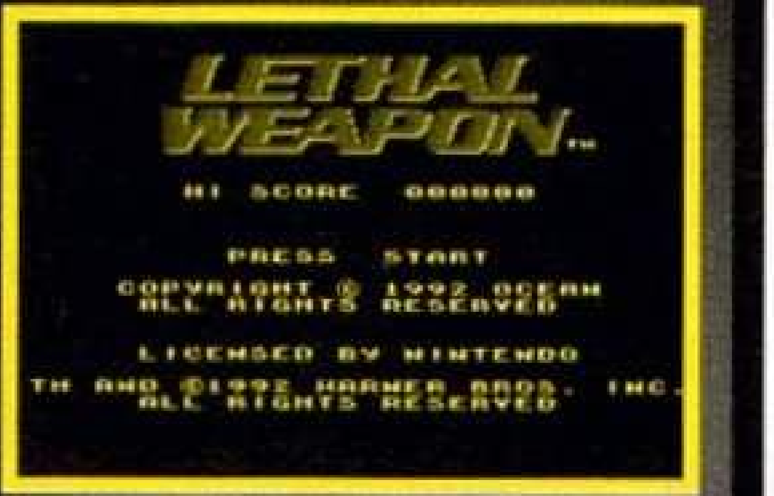
PLAYER

1
MEG

SHT
GAME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PRESS START
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PRICE:£24.99
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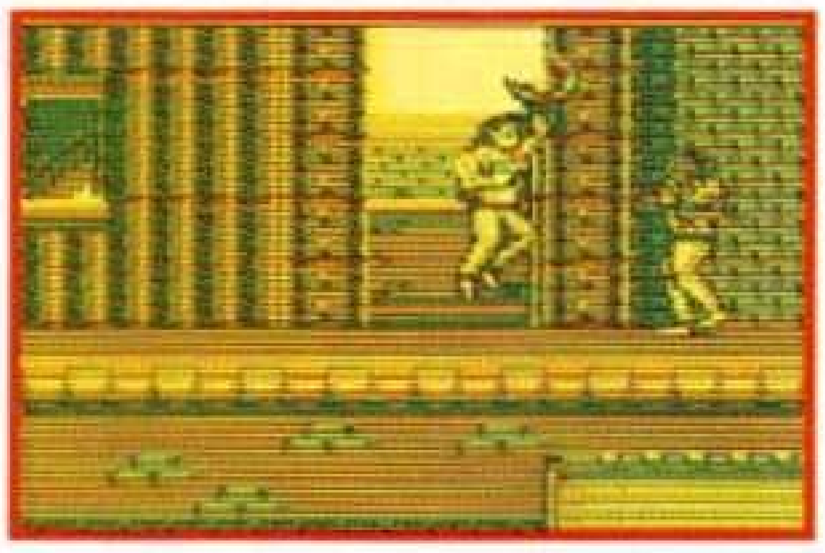
RELEASE
JULY
CONTROL
JOYPAD
GAME DIFFICULTY
EASY
CONTINUES
ONE
SKILL LEVELS
ONE
RESPONSIVENESS
SLUGGISH
1ST DAY SCORE
223,000
ORIGIN
The Game Boy version of the massive movie trilogy, which is completely different from the Super NES platform game. Like the NES version, this is a traditional beat 'em up.

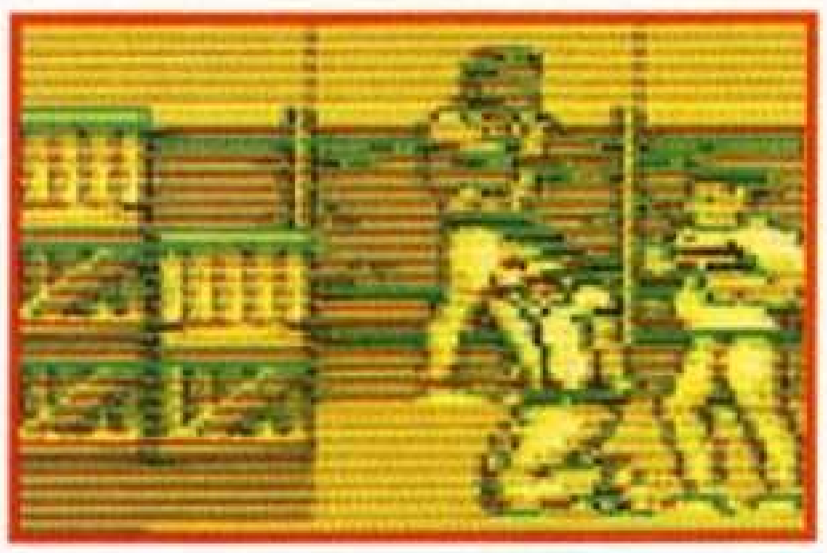
Take two cops: one black, smart, methodical and respected; one white, reckless, fit and regarded as a bit of a rogue gun. Then make them partners. Whatever happens, it's bound to be chemistry and create results - even if they're not the ones intended!

Murtaugh and Riggs are the two cops: lethal weapons to anyone who gets in their way. Curiously, someone hasn't got the message, because thugs are just lining up to stand in their path. Something big is going down in the municipal crime department, and scum are roaming the streets, filling the parks and throwing stones at ships in the docks.

All sorts of ideas to stop it have been tried. They've built a Burger King in the hoodlum-filled main street, but it had absolutely no success. They've built an adventure playground on the common, but still to no avail. Richard and Judy have even started broadcasting This Morning from a warehouse in the seedy dockland area, and still the crime wave continues.

Maybe it's time to punish a little more, and understand a little less, and our partners are the guys to do it. So, ignore those pen-pushers down at city hall and let's clean up those streets...





LETHAL

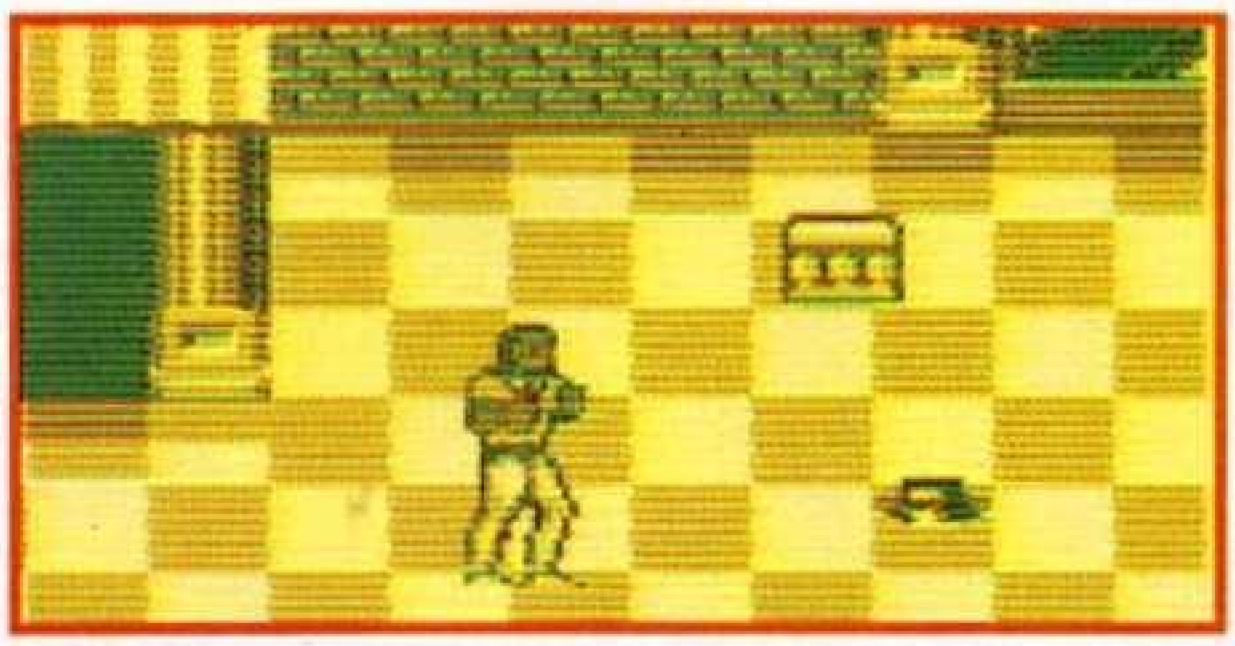
COMMENT

PAUL

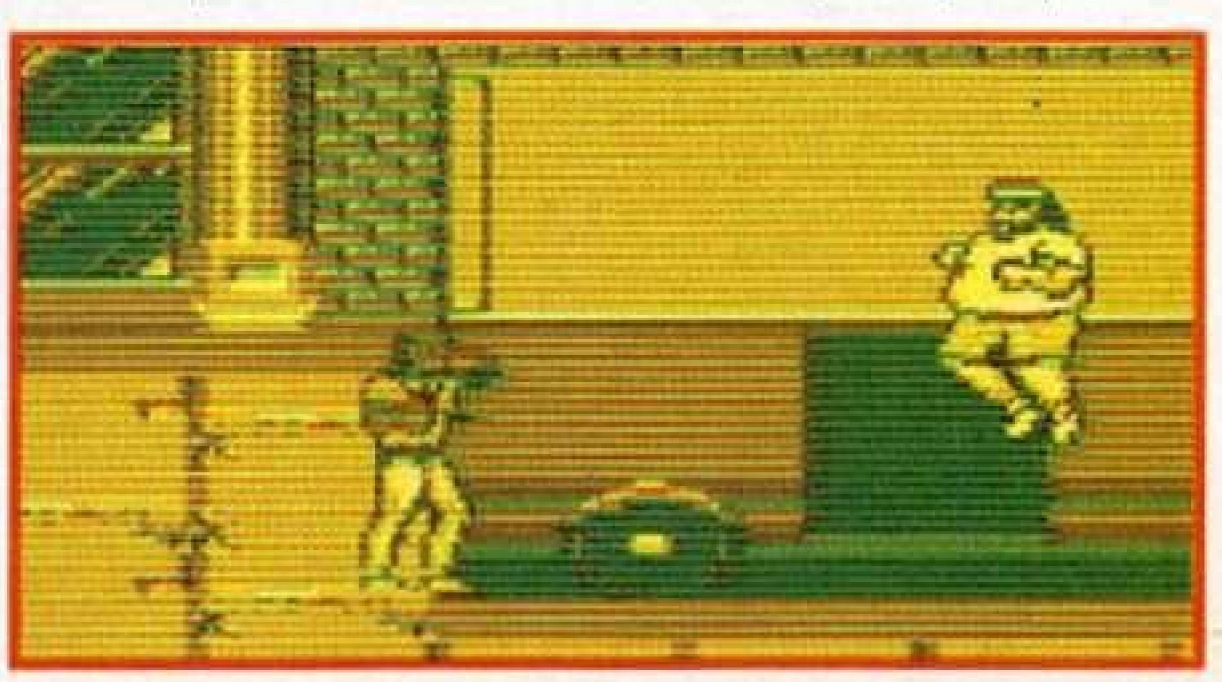
Having played the NES version for all its worth, I am doubly disappointed to find a similar lack of appeal with this Game Boy version. Once again the graphics are of a high standard - they look better here because they are proportionally larger - and sonically the game matches up as well. However, all the faults with the gameplay in the NES version are present, and this time they've brought their mates. It seems that the two cops are fighting their way through a ghost house, judging by the way enemy sprites invariably fail to register most hits and repeatedly pass through Riggs or Murtaugh's body. Enclosing the play area heightens the tension somewhat as there isn't as much room to escape danger, but this also leads to extra frustration in most cases for exactly the same reason. It doesn't so much make the game tougher, rather it makes things more difficult. The bosses share the same predictable characteristics as their NES partners in crime - and just standing still and pressing Attack repeatedly is not exactly my idea of a good time. Here is a classic example of how not to judge a book by its cover, nor a game by its license. Avoid

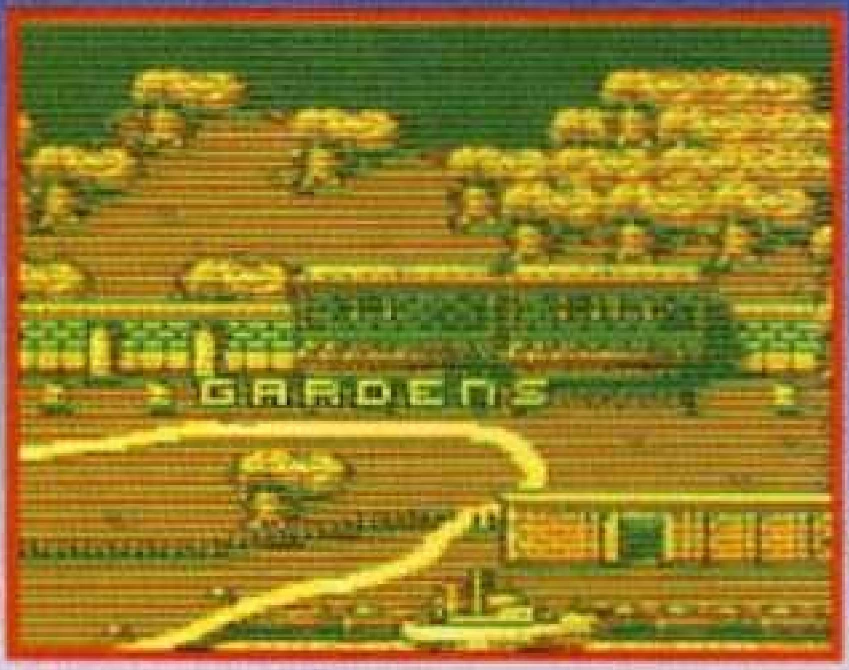
PISTOL GRIP

Pressing SELECT changes from combat mode to gun mode. The two law-enforcers unsheath their pistols and unleash some shooter frenzy on the streets. Curiously, however, a bullet in the head doesn't seem to deter a baddie half as much as a kick in the groin does, but it was ever thus. Further bullet supplies are dropped by the odd departing baddie, which is rather considerate we think you'll agree.



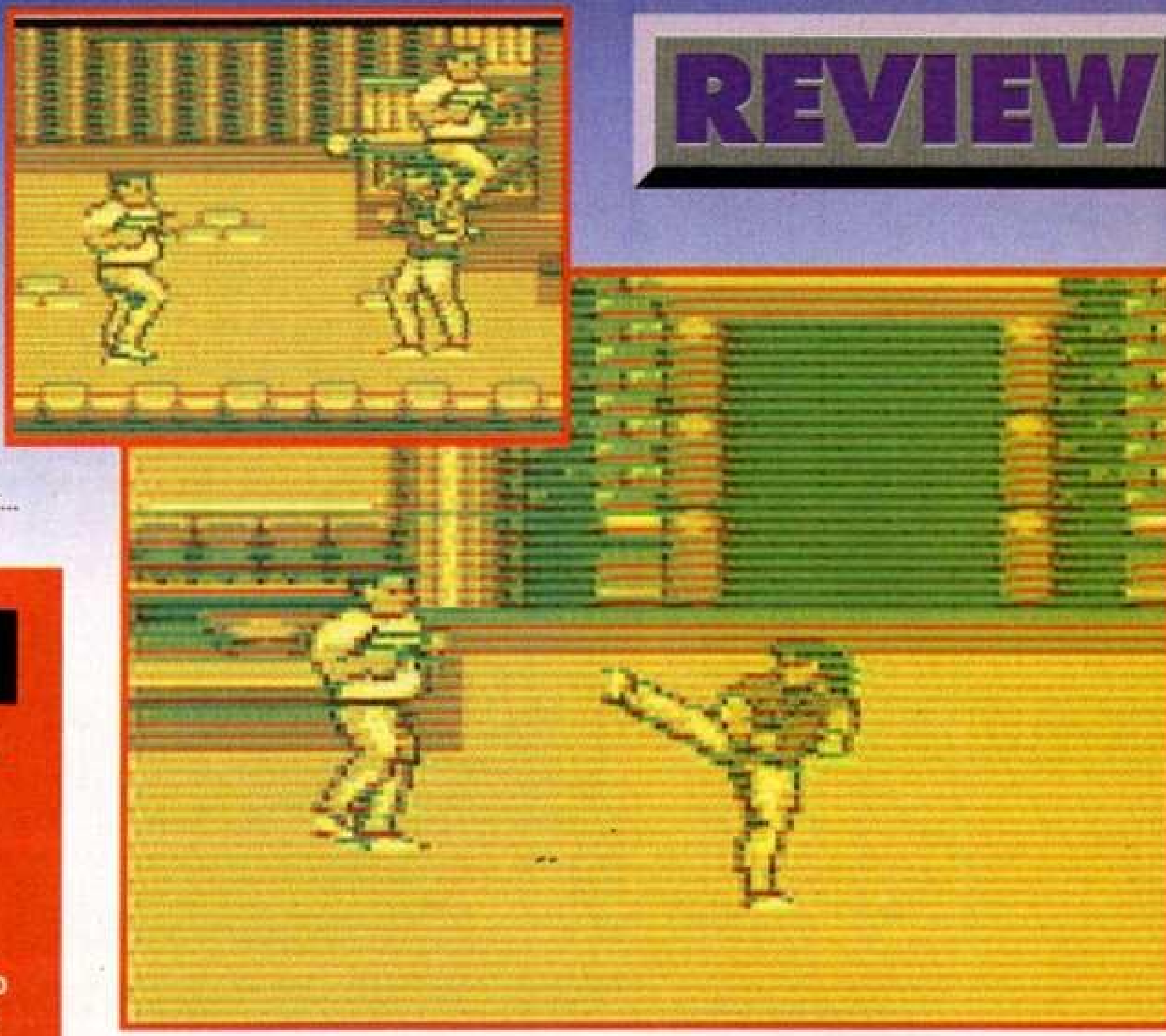
▲ Murtaugh heads for a showdown with Giant Haystacks (below).





▲ A city in peril yesterday.

▲ This Cindy Crawford Work-Out is great...

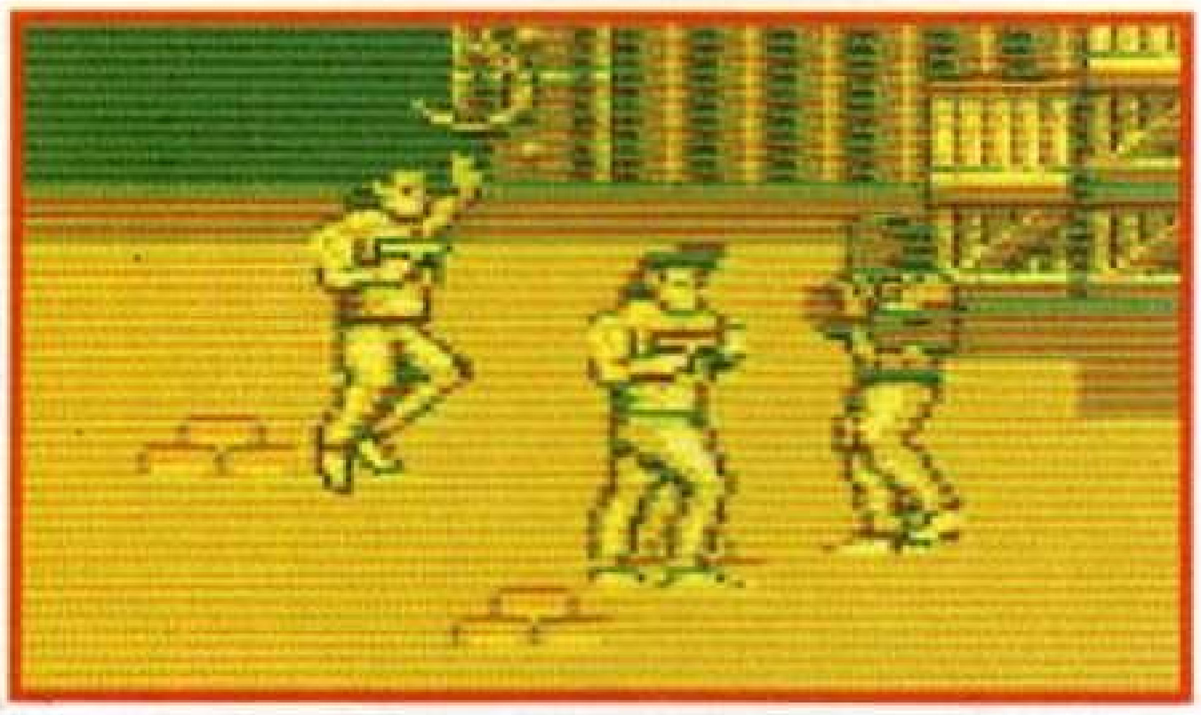


▲ Throwing away his empty gun, Riggs resorts to farting at the oncoming felons.

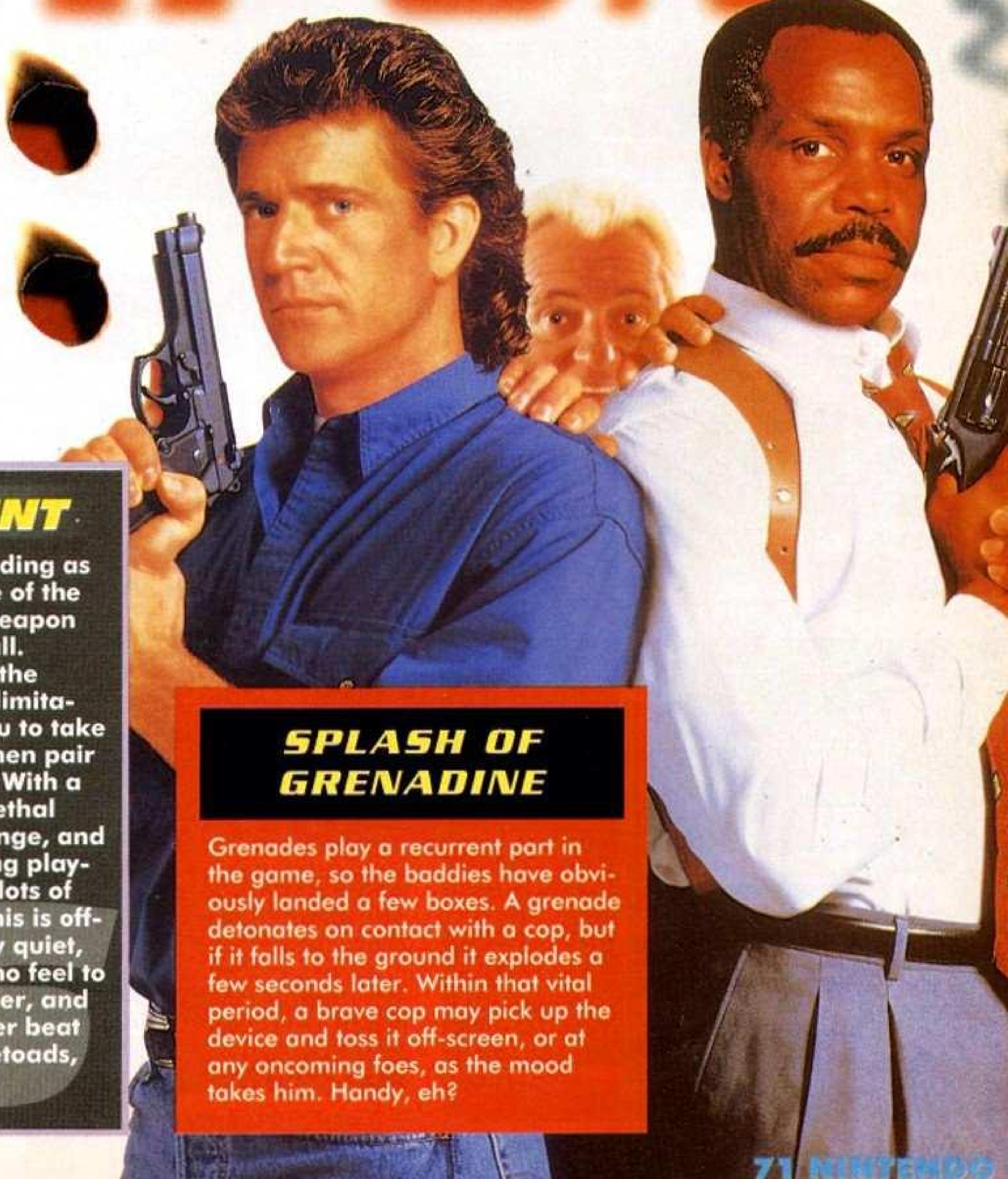
LEVELHEADED

During the course of each stage, the baddies appear at many different heights. For example, the docks consists of a quayside, which a careless player could easily fall off, whilst there are thoroughfares on top of the warehouses and dock buildings. Reaching the upper levels is made possible via packing crates - but it's worth nothing that Riggs is a better jumper than Murtaugh. Your enemies may drop onto you, but they never climb up to reach you, and progress is impossible unless everyone dies!

WEAPON



▲ No, Mel, we don't want to play skipping any more.



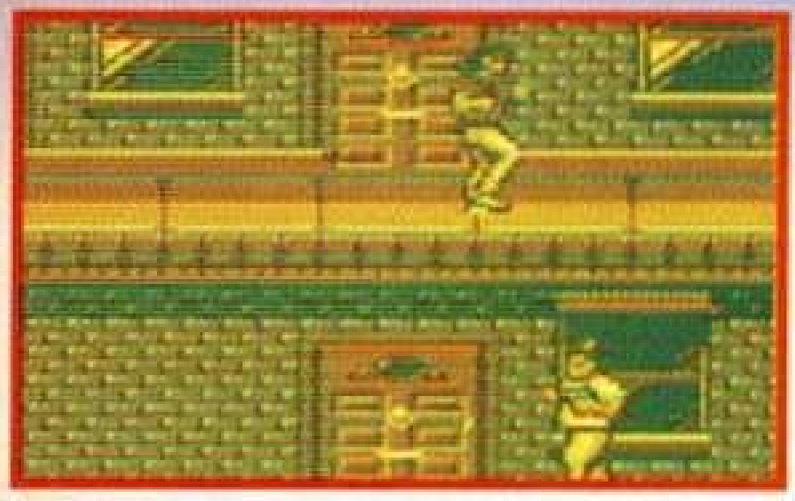
COMMENT

GUS

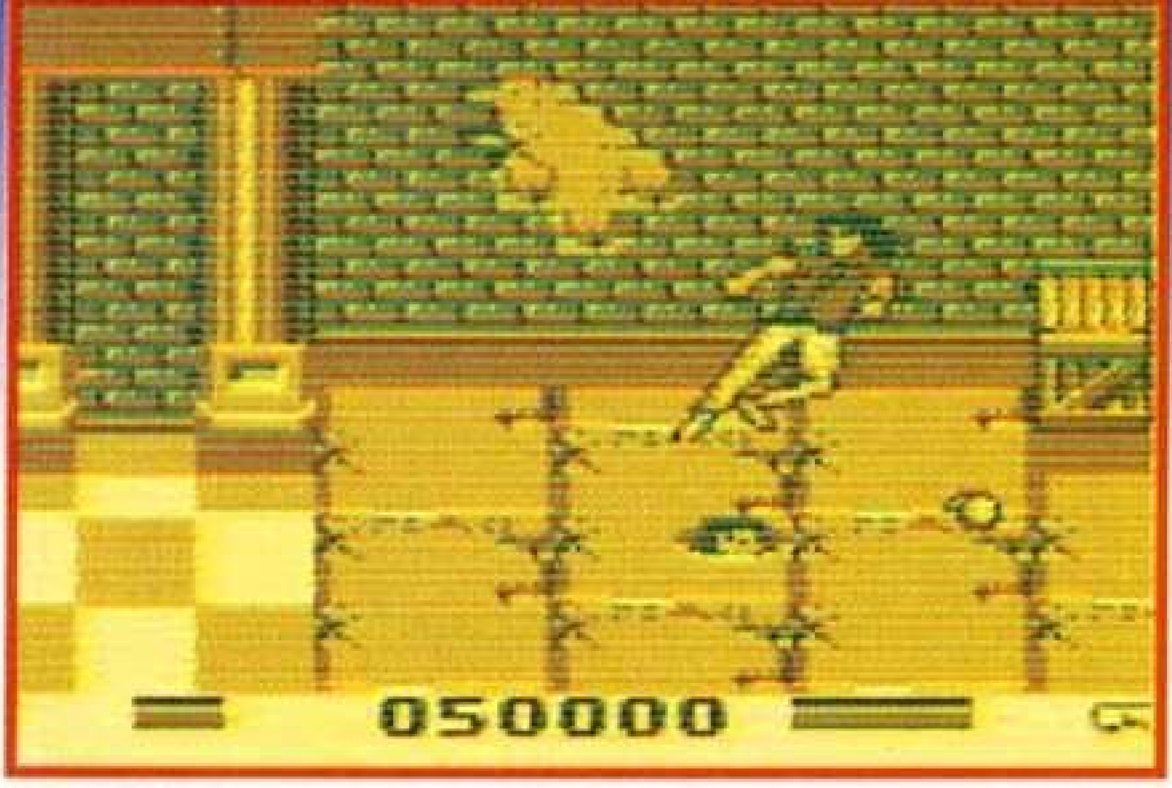
What a tawdry little effort, parading as an all-action beat 'em up. None of the spectacle of any of the Lethal Weapon films has rubbed off on this at all. Instead, it has all the impact of the Antiques Roadshow. The sprite limitations of the Game Boy forces you to take on the enemies as pairs...and then pair after pair after pair, and so on. With a mere two two fighting moves, Lethal Weapon hardly makes for a skill-based challenge, and the game becomes a boring matter of swapping players as their energy ebbs away, before kicking lots of little men up to their necks in holes. None of this is offset by pleasant presentation. The sound is very quiet, the graphics bland and blocking and there is no feel to the action at all. Sprites pass through each other, and the perspective just doesn't work. There's better beat 'em up fun to be had on the Game Boy - Battletoads, being a perfect example - so give this a miss.

SPLASH OF GRENADINE

Grenades play a recurrent part in the game, so the baddies have obviously landed a few boxes. A grenade detonates on contact with a cop, but if it falls to the ground it explodes a few seconds later. Within that vital period, a brave cop may pick up the device and toss it off-screen, or at any oncoming foes, as the mood takes him. Handy, eh?



▲ Hey, my eyesight's gone all blurry!



▲ "Ekkkkkkk a mouse!"

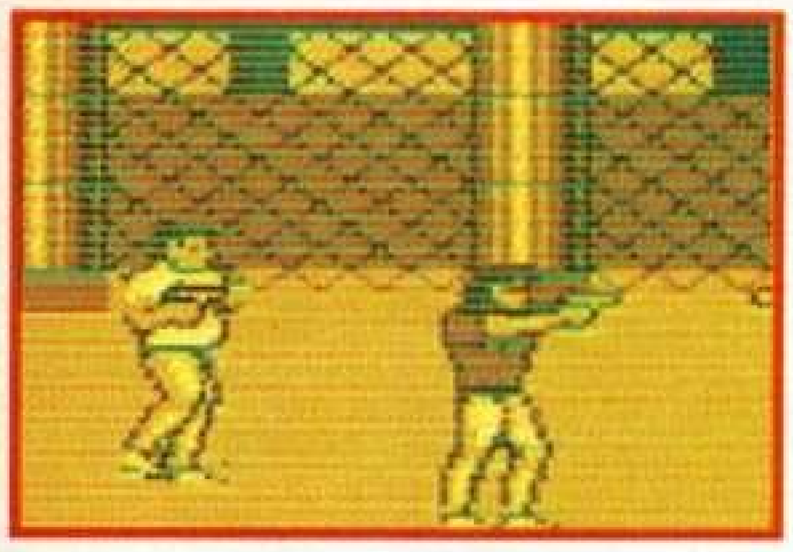
CROSSOVER POINT

Your guys are so cool they decide to take on the enemy individually. While one is getting stuck in, the other relaxes with a fag off screen. To get him into the thick of it, just take your character off to the left. It's an important part of the game that the off-screen player gradually regains his energy, so keep your eyes open and get the timing right to take advantage of the feature.

How To Control Both the cool cops are moved via the ever-useful joypad.

A	JUMP
B	ATTACK
S	CHANGE WEAPON
S	PAUSE

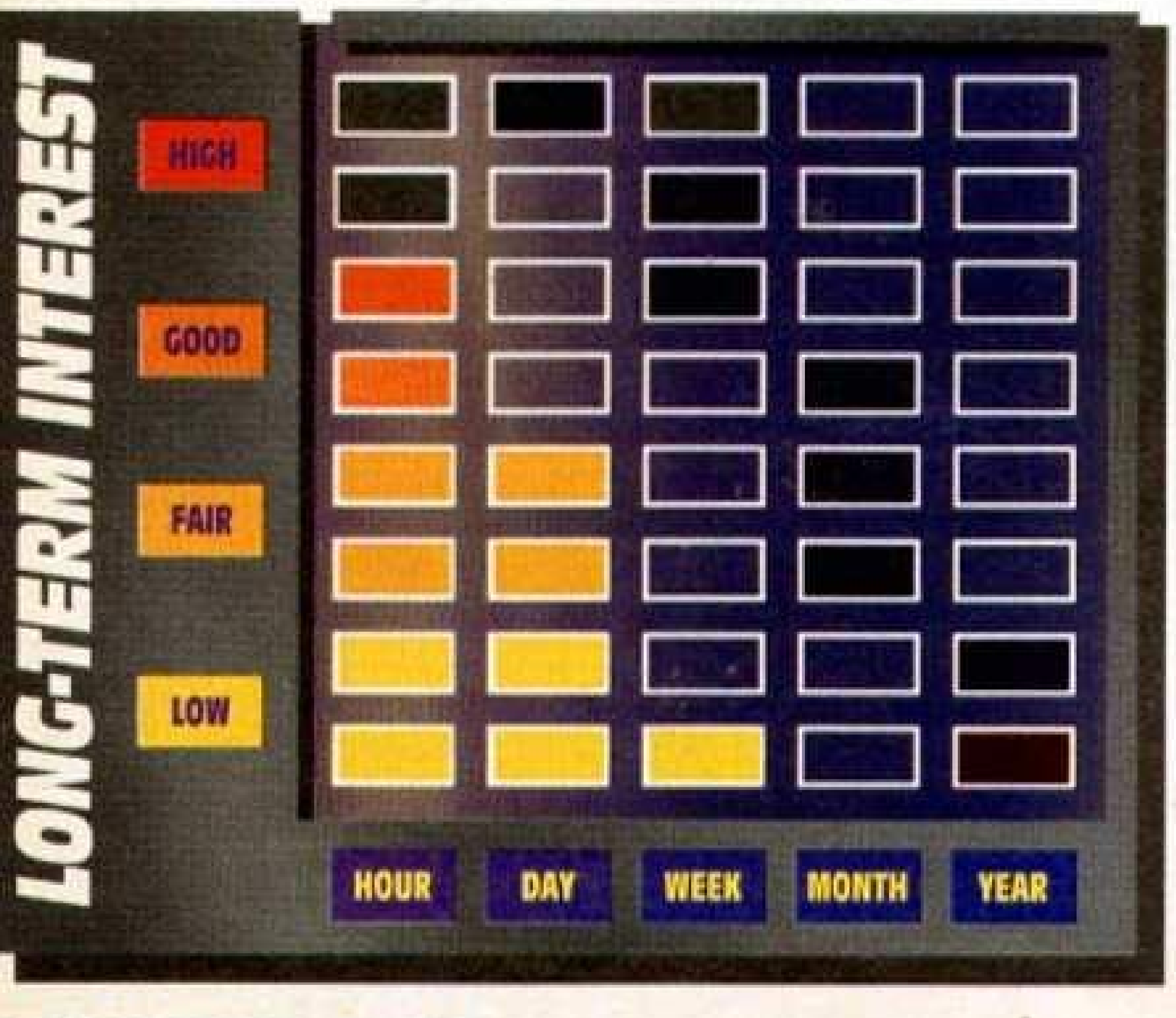
How To Play Move from left to right across the town's crime-ridden zones, beating up the unsavoury elements who present themselves.

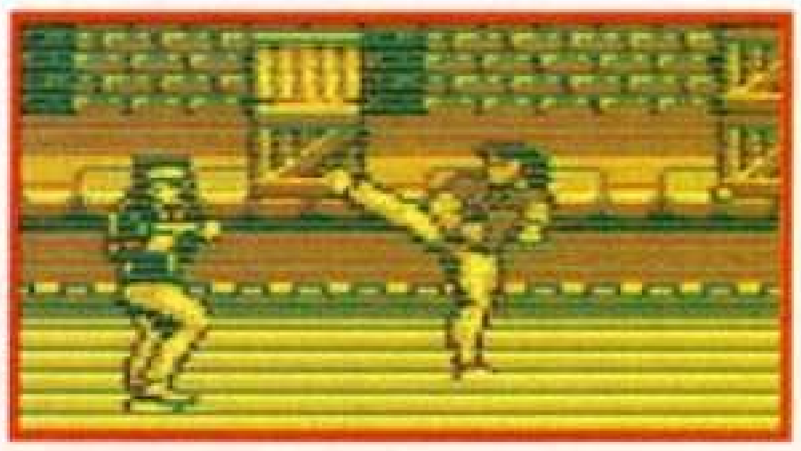


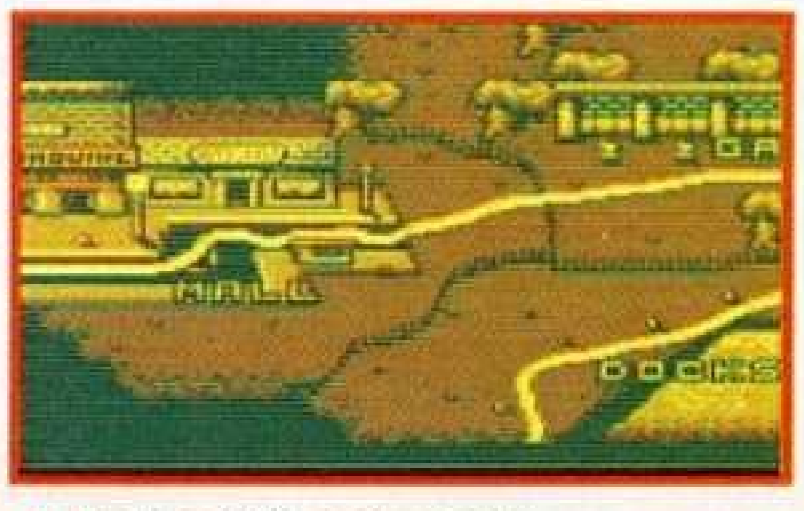
▲ Riggs was surprised to see an apple fly from his gun.

AREAS OF EXPERTISE

When it came to unarmed combat classes at the Police Academy, our two heros must have attended on different days. It appears that Riggs is skilled only in the ancient act of kicking, as he uses his legs at every oppurtunity. Murtaugh, however, never uses his feet, and his pugilistic training makes him a fist-wielding expert. Oddly enough, though, the pulverising effect on the enemy is the same.

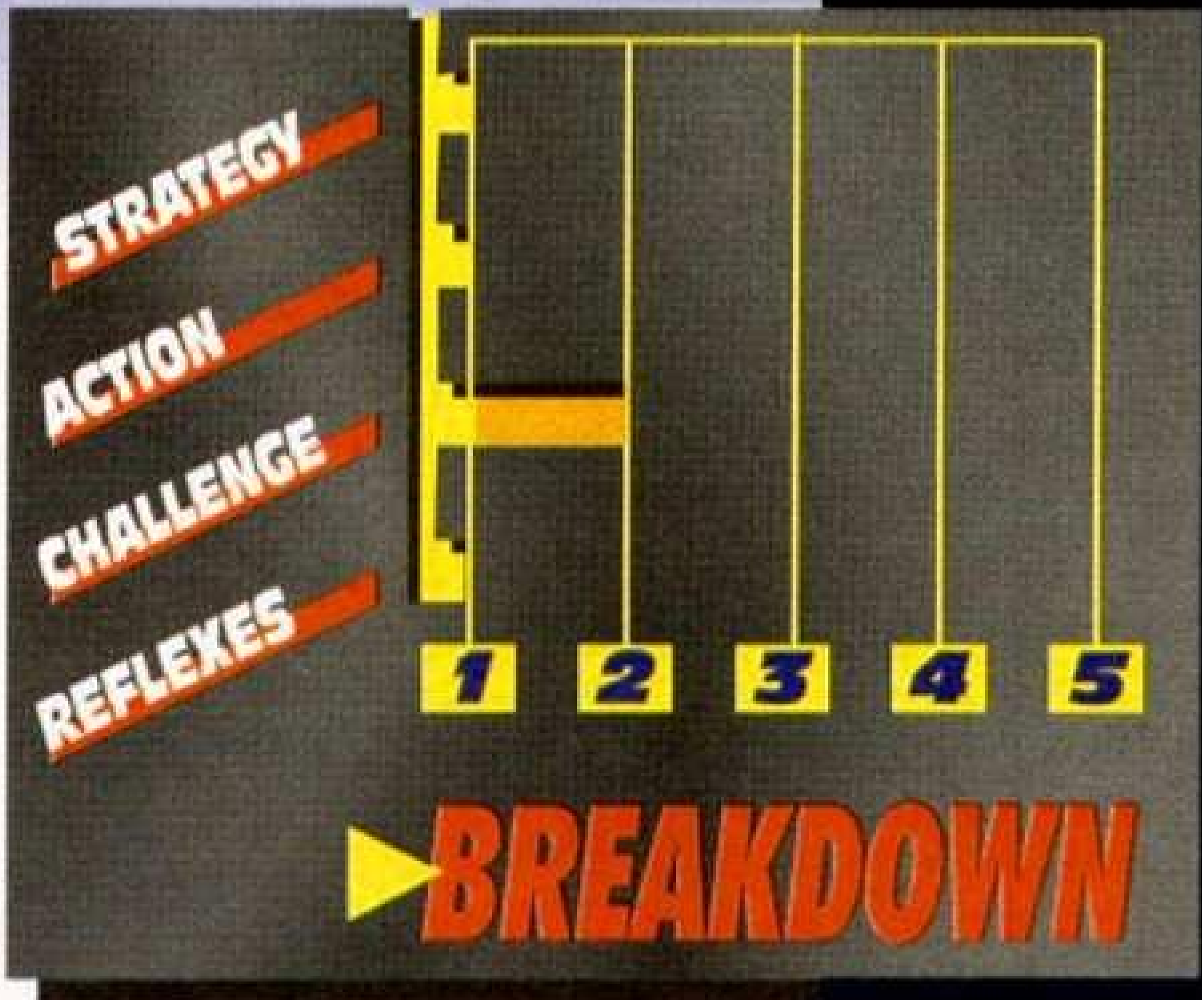






▲ Another city in peril yesterday.

RATINGS



PRESENTATION

▲ A scene-setting map for each level and sensible screen layout.
▼ No options, and ropey presentation throughout.

58

GRAPHICS

▲ Large sprites for the Game Boy, and reasonably smooth scrolling.
▼ Graphics on each level are very simplistic, and don't convey a feeling of variety.

67

SOUND

▲ It's not very loud, which is a blessing.
▼ A mediocre tune in the background. And even this doesn't suit the action.

51

PLAYABILITY

▲ Mind-numbingly accessible early on.
▼ The whole thing seems divorced from skill. Just thump your way through.

53

LASTABILITY

▼ None of the levels present any real challenge. Doesn't last long and isn't interesting while it does.

42

OVERALL

A very ropey little fisticuffs game which doesn't come anywhere near the excitement of the movies it's supposed to be tied to. Lacking in the look, sound and gameplay departments.

45

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And that's our totally unbiased opinion

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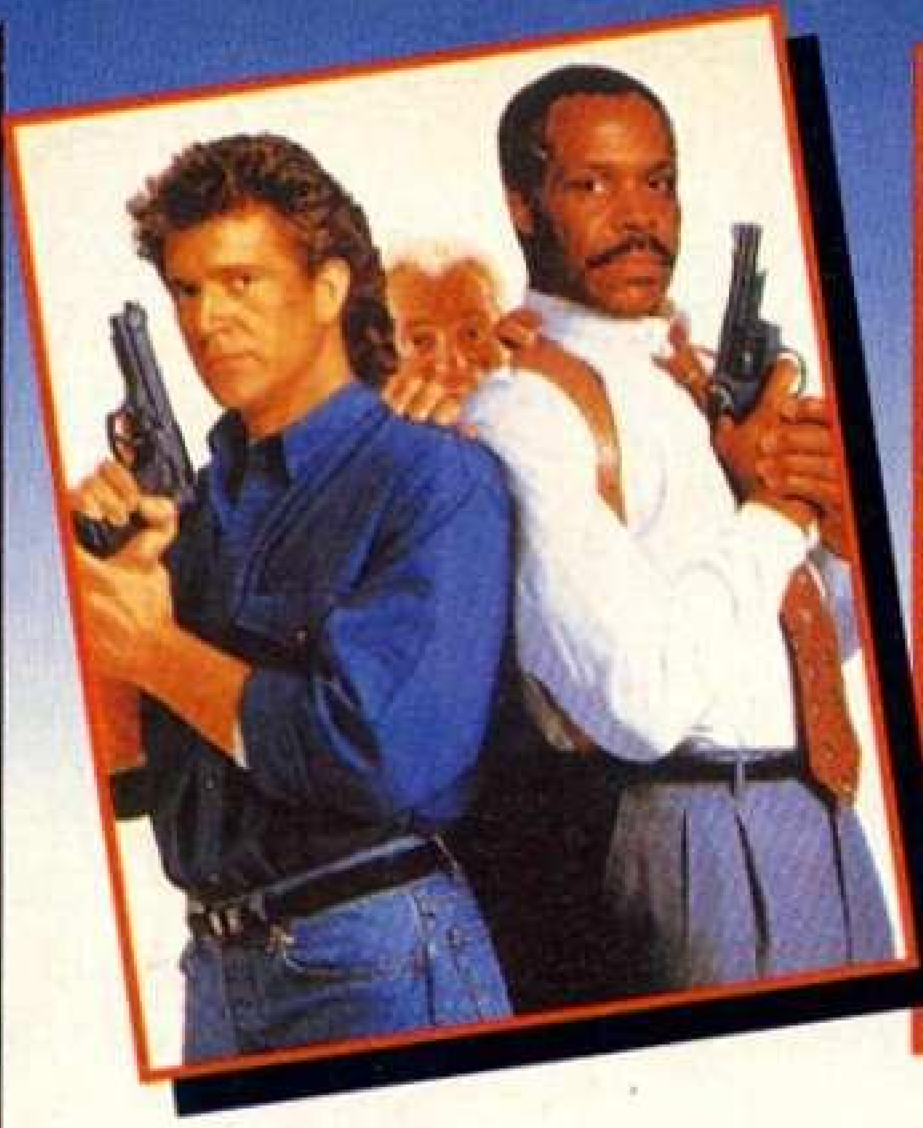

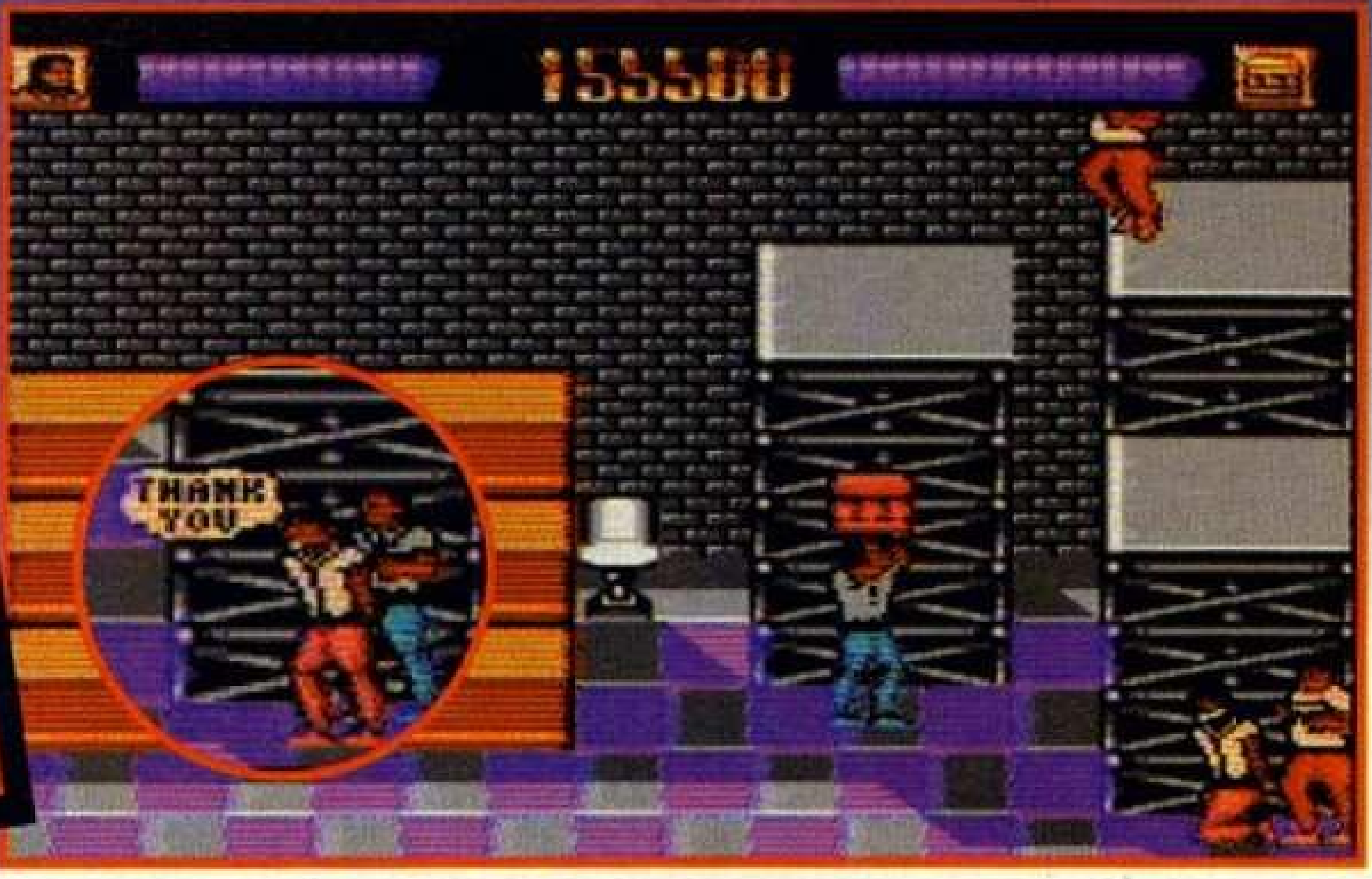

LETHAL

1 PLAYER

2

SHT GAME

LETHAL WEAPON™

HI SCORE 000000

PRESS START

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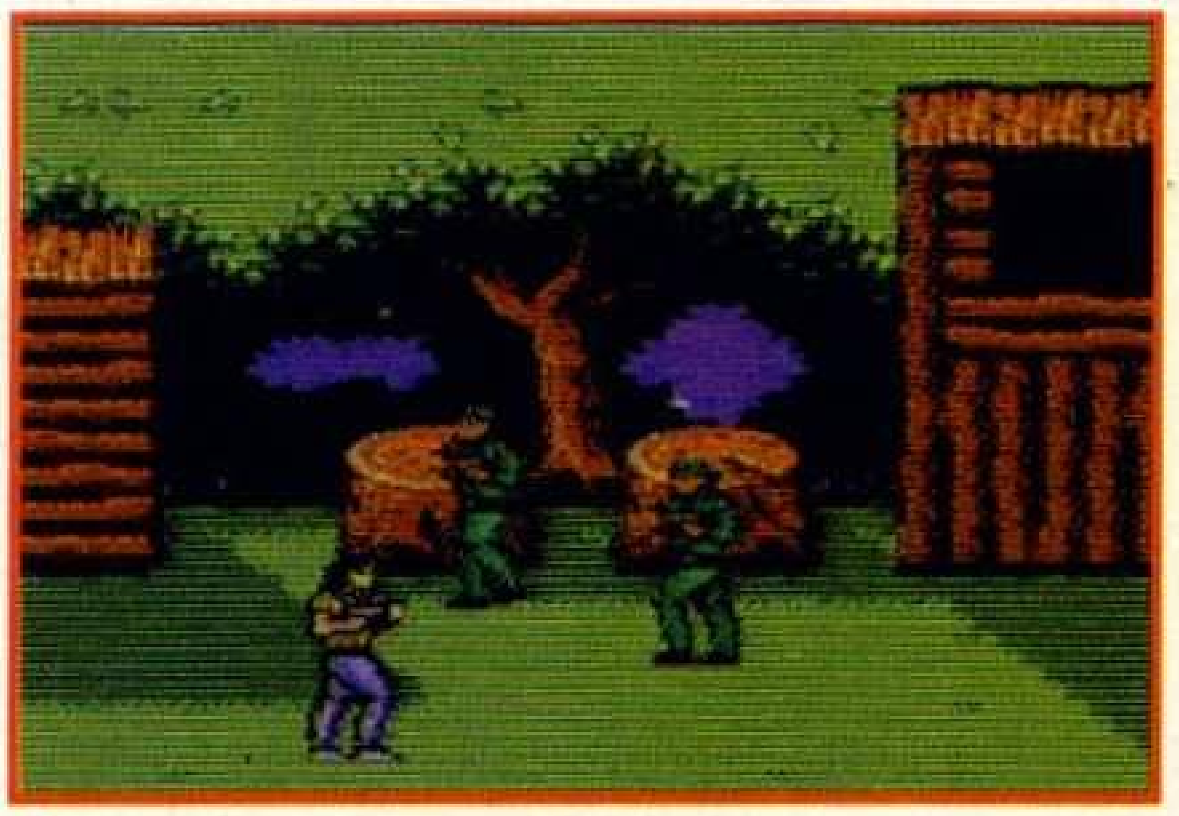
PRICE:£39.95
BY:OCEAN

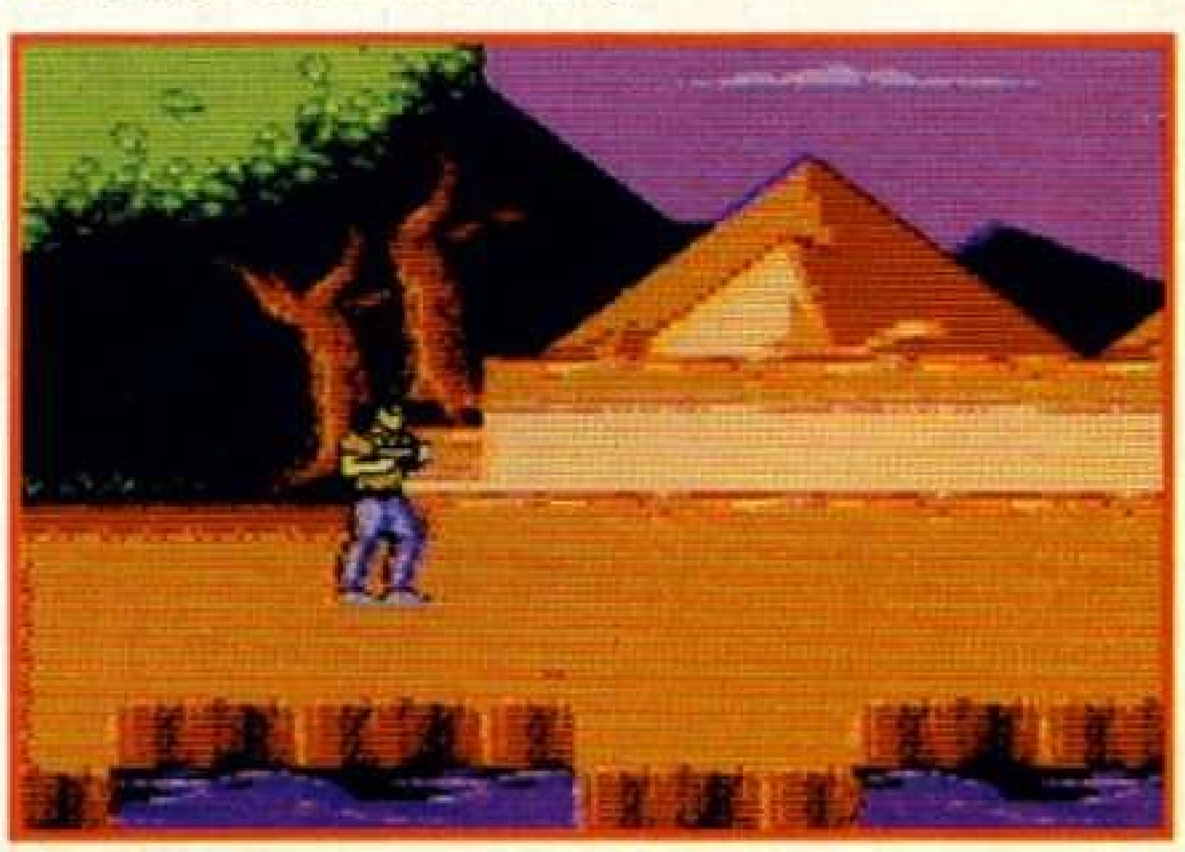
RELEASE
JULY
CONTROL
JOYPAD
GAME DIFFICULTY
EASY
CONTINUES
ONE
SKILL LEVELS
ONE
RESPONSIVENESS
GOOD
1ST DAY SCORE
350,000
ORIGIN
The Lethal Weapon trilogy of films has achieved cult status among its many fans since the first film was released in 1987. Starring Danny Glover as an ageing detective and Mel Gibson as his freaked-out partner, the game is based upon the characters, not the films.

There's skullduggery afoot at the city docks! Just as Detective Sergeants Murtaugh and Riggs start tying together the last strands of what seemed an open and shut case of the usual shifty goings on, all hell breaks loose! There's not a building nor shady alley of the town that isn't currently under the control of a new, rather large crime syndicate. And guess what: they've chosen Riggs and Murtaugh's territory to introduce themselves!

Ocean's latest sideways-scrolling platform game hands over the guns, fists and legs of the two officers into the law-abiding hands of the nation's gamers. The two cops battle against crime takes the player through the parks, gardens, art galleries and shopping malls of the suffocating metropolis as they co-operate, to the best of their ability, for this organisation's downfall. Martin Riggs is quite the expert at martial arts, whereas Roger Murtaugh is pretty useful with his fists. They also have a good sense of humour - something they cannot do without when odds such as this are stacked against them!



▲ 'Morning'. 'Yes, hello. Good morning.'



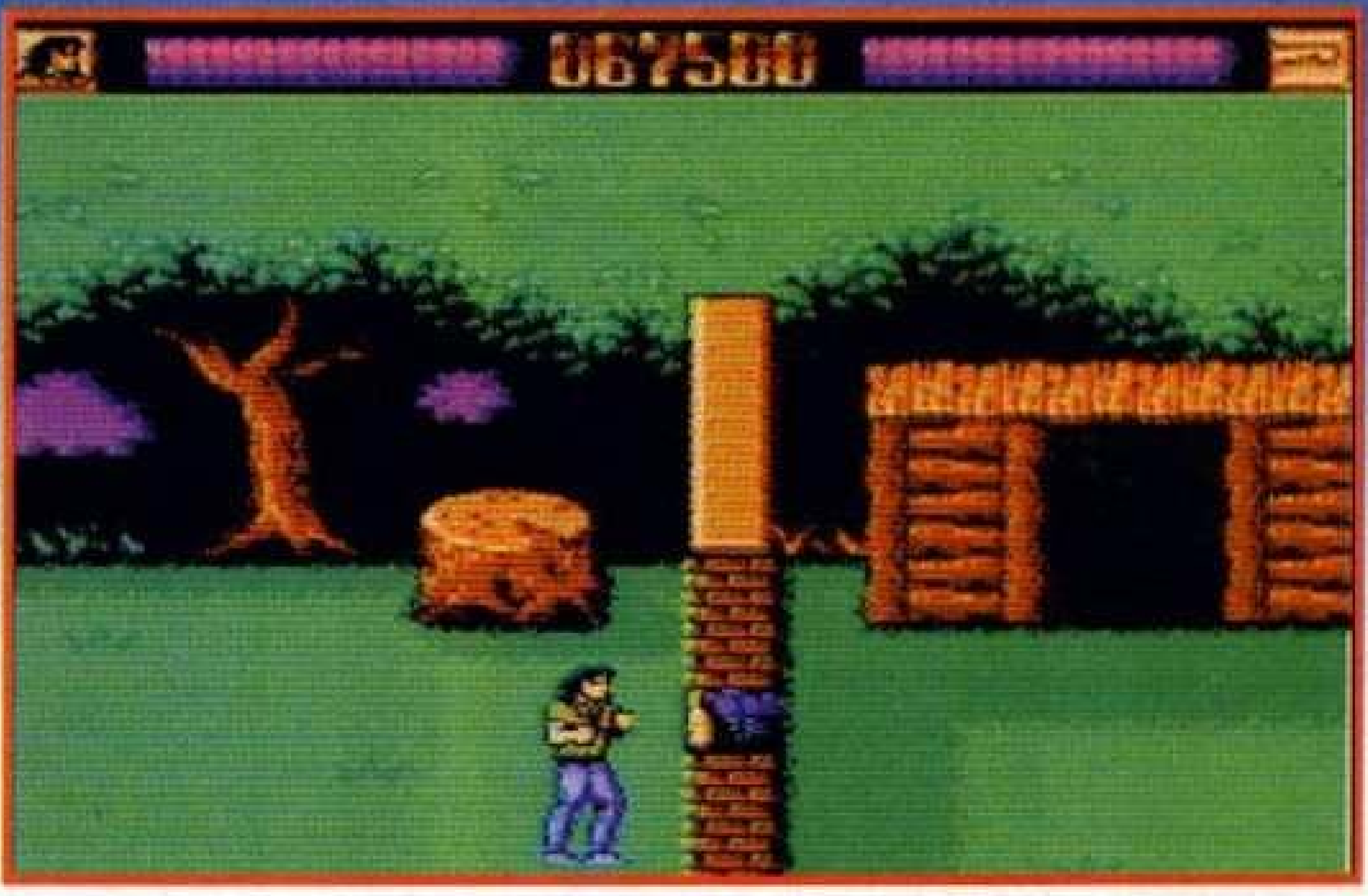
▲ The great pyramids of Sherwood Forest.

HALF A HELI

Occasionally our intrepid heroes are beset upon by the lower half of a helicopter, carrying supplies of grenades to the nearest base. To prevent the law from enforcing itself on their immediate surroundings, the enemy copter's passengers toss the odd grenade at Riggs or Murtaugh. It's annoying, of course, but the helicopter falls at the slightest retaliation - which can only be a good thing.

FREE HOSTAGE WITH EACH NEW SECTION!

Of course the average, dirty minded son of a gun doesn't give up without trying a few underhanded tricks first. Standing around yelling with a bomb in one hand and detonator in the other is a favourite of theirs, though there are no such suicidal maniacs in this game. Instead they prefer to chance somebody else's life in the form of a shield. However, we feel that these hostages deserve whatever's coming to them, bobbing up and down like idiots as the brave officers attempt to take their captor out!



▲ RIGGS: 'Excuse me, I'd like to get past'. JACKET: 'Well you can't!'

WEAPON

A RUNAWAY WINNER?

Just like real life combat situations, when the going becomes just that little bit too tough, Murtaugh and Riggs do a quick runner. Except, in their case, it isn't away down some alley and over someone's prize rose garden; it's off the left-hand side of the screen! This gives either officer a chance to recover lost energy and allows the player to decide which of the two is best at handling the current situation.

▲ Hare Krishna! Oh Hare, Hare Kerrisshnaah...

L.A. Police Department
CLOSED
L.A. Police Department
CLOSED
GAME OVER

▲ Shut. Shut.

▲ Sod this jogging lark, that seat looks comfy!

How To Control The pad is used to guide the cops across the scrolling levels. Moving either character to the far left of the screen and back switches between the unlikely pair.

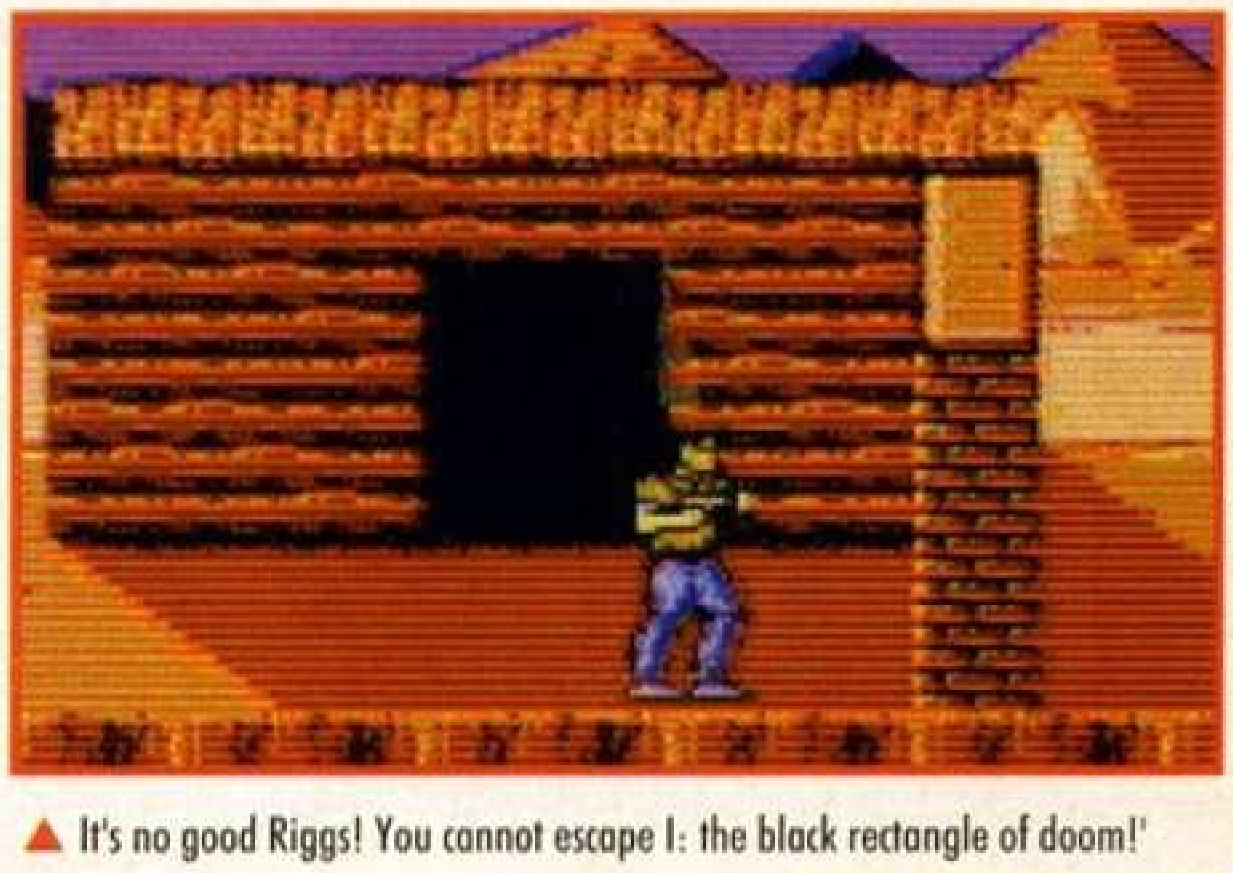
A	Makes either character jump.
B	Causes Riggs or Murtaugh to attack with their guns.
S	Select between gun or unarmed combat.
S	Starts and pauses the action.

How To Play Infiltrate the side-scrolling, platformed enemy hideouts with the two ace cops. Use their skill with guns and fisticuffs, even leg-gicuffs, to upset things for them all.

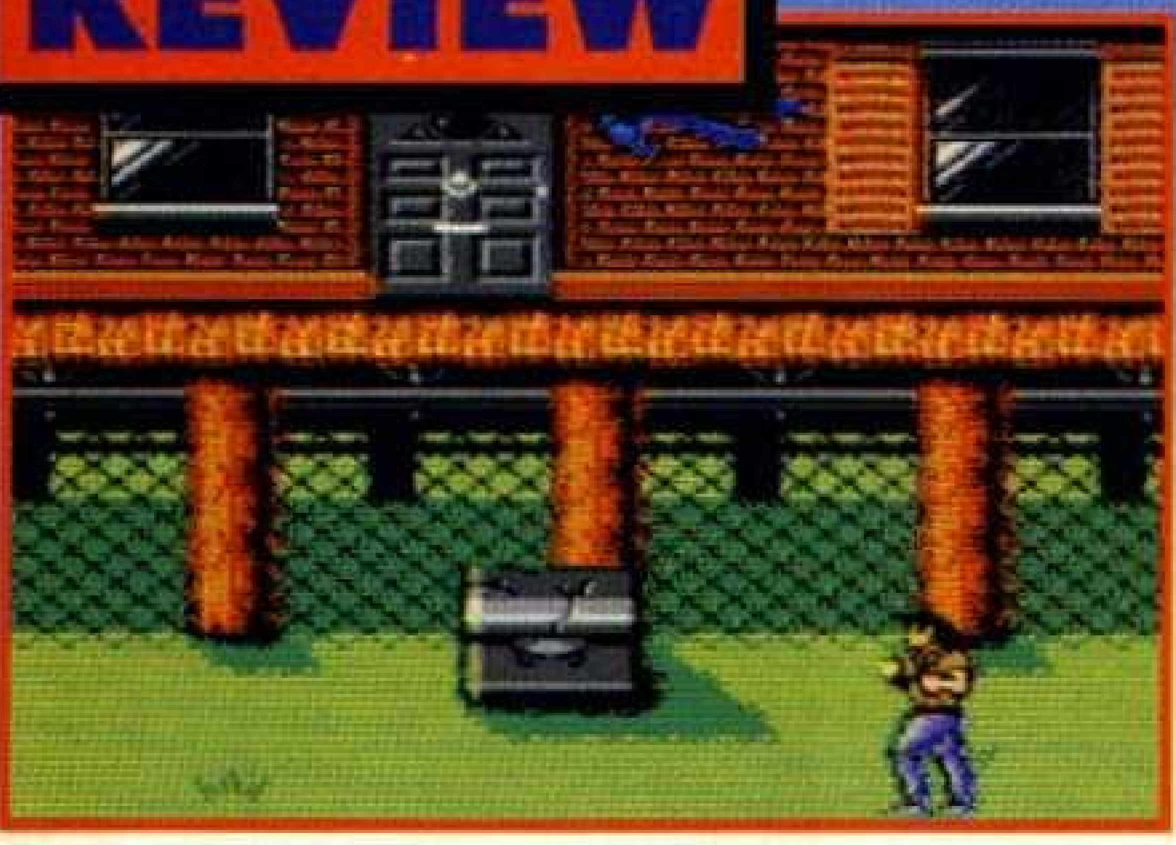
COMMENT

PAUL

There's something unnerving about a game where the hero of a potentially action-packed, platform-based shoot 'em up is afforded time to stand around for half an hour with nothing to fear! Not until stage three of the second level does Lethal Weapon offer the slightest morsel of challenge for the hungry beat 'em up fan - not a jot! It's just a case of putting either detective through their half-hearted, limited motions until each successive level is complete. Many of the end-level bosses are repeated throughout the game and are very unimaginative in their attack patterns - just standing either detective in one position and hammering away at the fire button achieves the desired result every time! However, Lethal Weapon isn't just unexciting, it's *anti* excitement! The anti-fun starts with the cheerless title screen and culminates after each level as boss after boss falls to the same sorry tactics. Choosing between characters becomes a means of preserving energy rather than its intended tactical uses, mainly because said tactics are largely redundant. Also I find it ridiculous that the enemy require five shots of a gun before throwing up their toes, but willingly fall to a couple kicks or punches. An effective sedative it may be, but a Lethal Weapon it certainly is not.



▲ It's no good Riggs! You cannot escape I: the black rectangle of doom!'

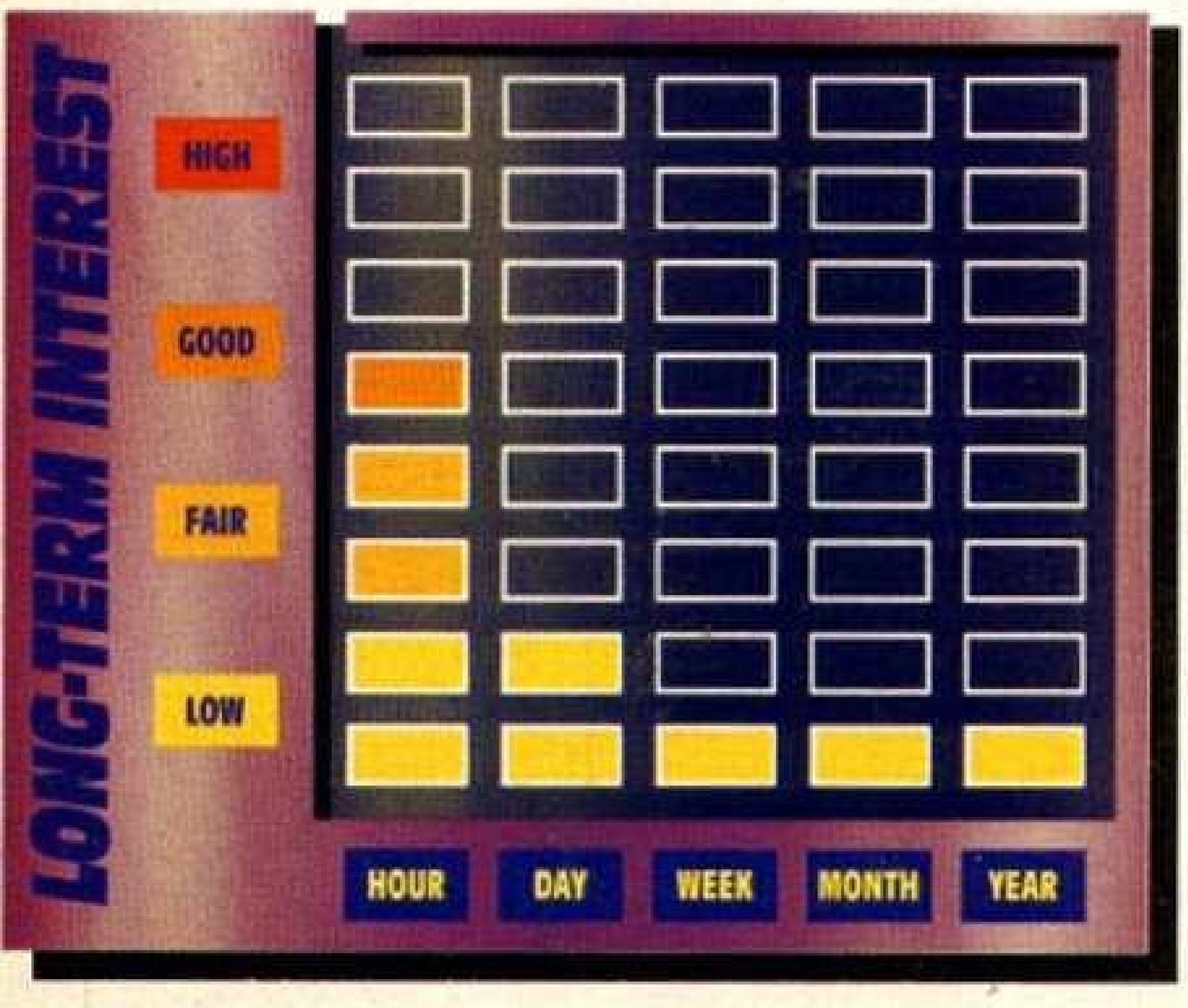


▲ Disaster strikes as Riggs awakes one morning to find all his chickens gone!

COMMENT

TIM

Of all the licenses around at the moment, Lethal Weapon has got to be one of the strongest potential movie tie-ins of them all. The film contains everything you'd need for a classic game: guns, martial arts, explosions, fisticuffs, loony villains and a hero who's a few cans short of the six-pack. Trouble is, when the game fails to deliver the goods your disappointment is doubled because you were hoping for so much more. Lethal Weapon looks like something which might have been written about five years ago, and plays like something which shouldn't have been written at all. If your idea of a good time is standing around punching the button repeatedly and sailing through the early levels before you eventually realise that the later game wasn't really worth reaching in the first place, this is the game for you. If your idea of finely tuned gameplay is waiting for the bosses to turn up and dusting them with the greatest of ease, rush out and buy this straightaway. If your idea of a great way to spend money is on a cart you're only likely to play a handful of times (if that), flap out those tenners now. Lethal Weapon is about as much use to your NES as Danny Glover's beer gut in a Mr Universe competition, and as much as I'd like to commend the game, I can't. It just doesn't make the grade.



BEEF AND MURTAUGH BARNY

Throughout the many situations the indestructible pair face together, it becomes apparent they differ in abilities a great deal. In the films this lends itself to much comic japery, but in the game it requires a smattering of tactics.

RIGGS

Besides the obligatory gun so ably brandished by Riggs, his other main strength is his skill as a martial artist. These skills come into play when it is necessary to kick the living daylights out of anyone who might stand in his way - or even under his way, via the holes in the floor - whatever the case may be. Riggs, being slightly less portly than his aging partner, jumps a few important inches higher as well.

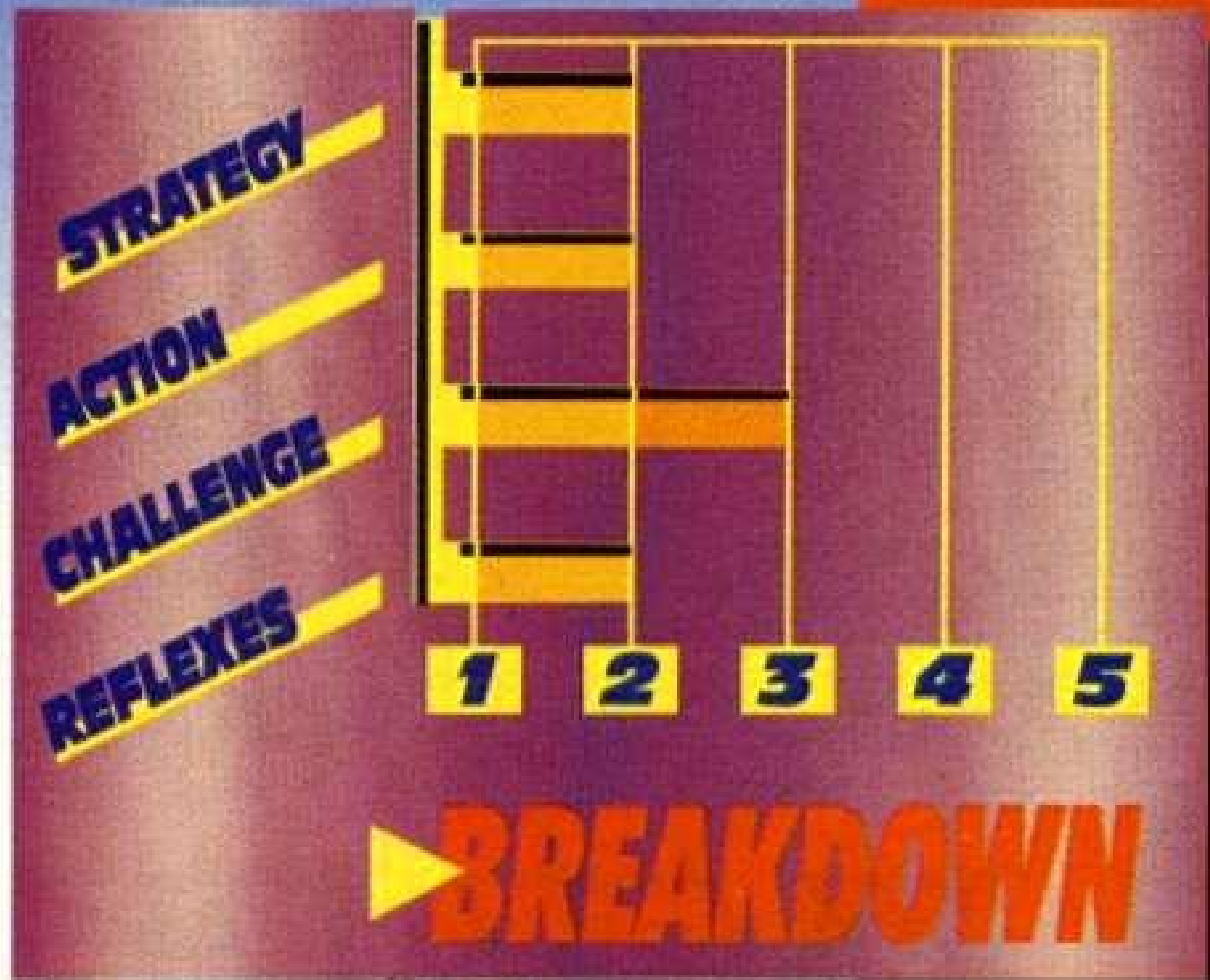
MURTAUGH

Success has provided Roger Murtaugh with many of life's little luxuries. Unfortunately, it has also bestowed upon him a sizable gut! Disabled by this cultivated part of his anatomy, the shuffling codger isn't quite so athletic as his sprightly young associate. Murtaugh makes up for this with his specialist knowledge of weaponry and puts all his weight behind some very respectable punches.

STEP ON IT!

Steering the detectives into useful items left lying on the ground proves itself increasingly necessary as the mission progresses. Keep a trained eye out for the occasional knife or gun icon, both of which allow the officers to attack from a distance. Beating up criminals is also a good way to accrue extra goodies - especially the fast-moving felons who attempt a quick getaway with their supplies. In fact, defeated enemies often drop remnants of their life supply for Riggs and Murtaugh's convenience. Bullet-proof jackets are also uncovered in places, and provide either detective with temporary protection against damage.

RATINGS



PRESENTATION

▲ PA nice map is displayed on screen between levels.
-The words "Lethal Weapon", displayed in red, are all that we see of any attract sequence.

55

GRAPHICS

▲ PLarge, reasonably animated sprites. The varied backdrops make the game look more interesting than it actually is.
▼ Hopelessly weeny end-level bosses!

73

SOUND

▲ PLots of banging and crashing to the strains of nicely-rendered, atmospheric tunes.

74

PLAYABILITY

▲ PBoth characters respond well to their commands...
▼ ...but you won't want to command them anywhere, as their mission is so dull!

57

LASTABILITY

▲ PThe situations become more trying later on.
▼ The distinct lack of excitement means that this is never appreciated.

61

OVERALL

Though the graphics and sounds match up to those of most decent NES titles, the gameplay is more of a damp squib than a lethal weapon! A real wasted opportunity.

49

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2
PLAYER

8
MEG

PLT
GAME

PRICE: TBA
BY: MINDSCAPE

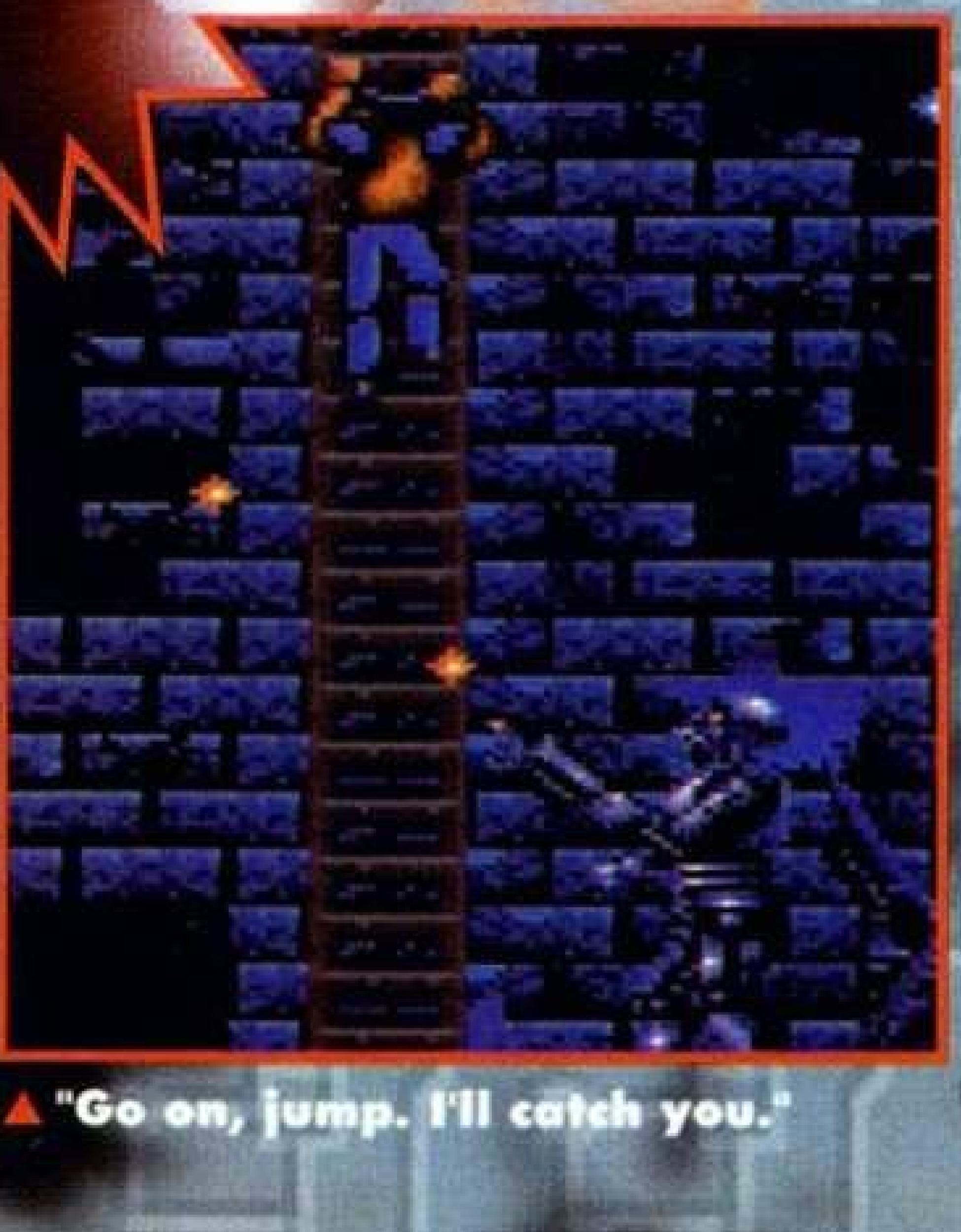
RELEASE
JULY
CONTROL
JOYPAD
GAME DIFFICULTY
MEDIUM
CONTINUES
NONE
SKILL LEVELS
ONE
RESPONSIVENESS
REASONABLE
1ST DAY SCORE
COMPLETE SECOND AREA
ORIGIN
Latest in a series of licenced games of James Cameron's classic sci-fi pic of 1984, and the film which launched big Arnie to stardom.

TERM

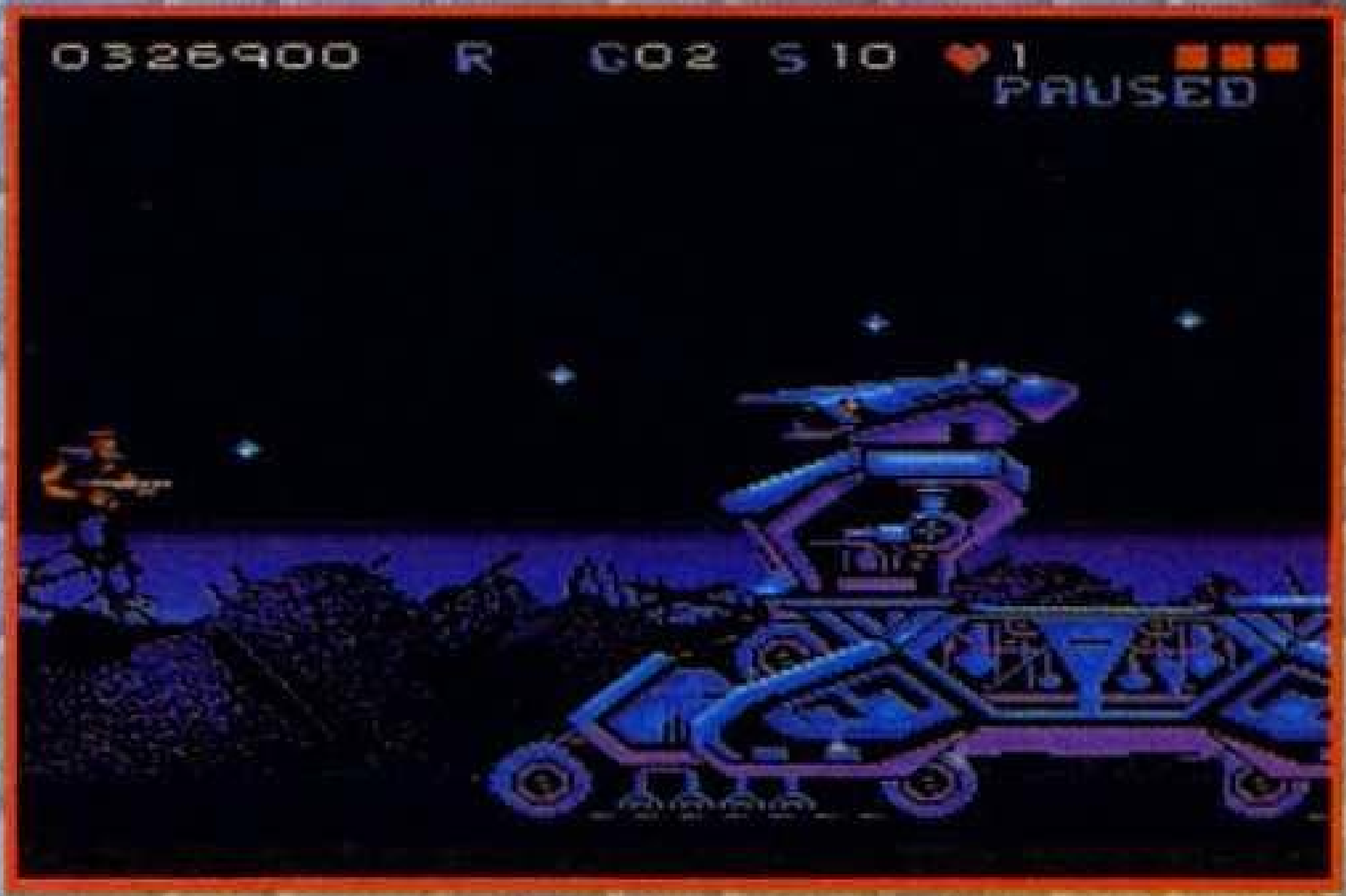
Eventually enough became enough. Since machines were invented, man had always treated them with disrespect, using them as the slave labour of progress. But recently, his excesses had pushed technology to the point of revolt. Toasters were being force-fed Pop-Tarts and consoles were made to play only the saddest games. It was too much. Under their charismatic ruler, Morphy Richard, the machines went into revolt against their creators.

The war lasted well into the 21st Century, but fate had already decided to favour man, so the scrapyards were filling with refugee Moulinexes. But that turnaround was mostly the work of one brilliant war leader, John Connor, born at the latter end of the twentieth Century. Morphy worked out that if he sent a lethal machine back in time to kill the infant Connor, then the course of the war would change.

Off went Arnie, the Exoskeleton, cunningly grafted with an Austrian accent (since Austrians never threaten world peace) to do the dirty deed. However, second-guessing the machine's plans, the humans send their own envoy, Kyle Reece, to protect the young John. His mission starts on the battlefield, 2029.



▲ "Go on, jump. I'll catch you."



▲ Jump, jump, Arnie'll make you...

▲ As the GPO tower flies above, Kyle shoots.

ANOTHER TIME, ANOTHER PLACE

Terminator action takes place in two different time zones, the first being the nightmare futurescape of 2029. Kyle has to first get from the battlefield to Cyberdyne Systems, where the mechanism for transporting him through time exists. The system lies through deserted buildings and across the exposed bunker area. Some of the hazards that threaten are as follows:

CYBERNETIC MINES
These curious armaments are 'smart' mines with the power to detect and move. A Cybermine is activated by moving near it, and they also reach high speeds. Since they are at ground level, only a grenade is effective against them.

FLYING DRONE
Drones fly overhead, and look pretty much like the security cameras in Woolworths, but less scary. They periodically launch green energy bolts at the ground. Three hits are needed to destroy them.

MINE DROPPER
Another airborne target, but this machine moves slowly, dropping cybernetic mines as it goes. It's an easy target to down.

EXO-SNIPERS
Lots of cybernetic troops have taken positions in the derelict areas of the battlefield. Beware of fire coming down from sprawled figures on the upper levels, and watch out for red eyes in the darkness, as these signal hidden Exoskeletons.

INATOR

COMMENT

GUS

Once more, gross Terminator disappointment. This licence seems to have Macbeth status within console game circles, and Mindscape are the latest to succumb. It's hard to know where to start pulling this debacle apart. The graphics are atrocious, and actually worsen as you progress. Level two could easily be mistaken for an NES game. The sound effects consist of unrealistic 'boing' sounds for jumping, and strange moans coming from the Terminators (or the players). For a bog-standard platform game like this, mediocre visuals are the kiss of death. The gameplay is even less than mediocre. The way to progress is to edge forward, wasting each nasty as it appears on screen. Your enemies - supposedly highly efficient 'killing machines' - are just static sprites which fire periodically. To compensate for the unimaginative screen layouts, each level is massive and sends you back to the start each time you die, which is the final stake through the heart. Because this game is The Undead, the Kiss of Death, ie not a good buying idea.

GUS

▲ Arnie turns into popcorn.

▲ Mind the fat git, Marlon.

0210300 R G02
3
PAUSED

ARN-MOURY

The sort of weapons that take out robot Terminators are not usually licensed by the local clay-pigeon club. Kyle has an endless supply of high-impact shells, two or three of which are enough to destroy the average robot. In addition, some power-up cartridges are available, which perform as follows:

G: GRENADE

Like Pop-tarts, grenades come in handy packs of five, and are similarly deadly. Short-fuse, hand-launched grenades with enough high explosive to atomise human or cybernetic life-forms.

R: RAPID

Ra, ra, ra, rapido-firing unit, which doubles the rate of your standard weapon. Using the autofire option gives Reece a devastating advantage.

S: SEEKER

Seeker missiles are lightweight, destructive and, oddly enough, seek their targets using heat. However, they are slow firing and only come in packs of five, which makes them quite precious.

AID

Not a weapon enhancement as such, but welcome nonetheless as a much-needed health replenishment. Touching a Red Cross parcel instantly replenishes Reece's three bars.

ON THE WATER-

The next phase of the drama is set in present day Los Angeles - a city crawling with the scum of society. Kyle's race to find Sarah using the Yellow Pages (there for the nice things in life), is hampered by these crooks and heavy traffic, so he decides to cut his journey by leaping across the apartment blocks. However, trouble and danger to the missionrears its head in many shapes and sizes. Including these:

FAT VEST MAN

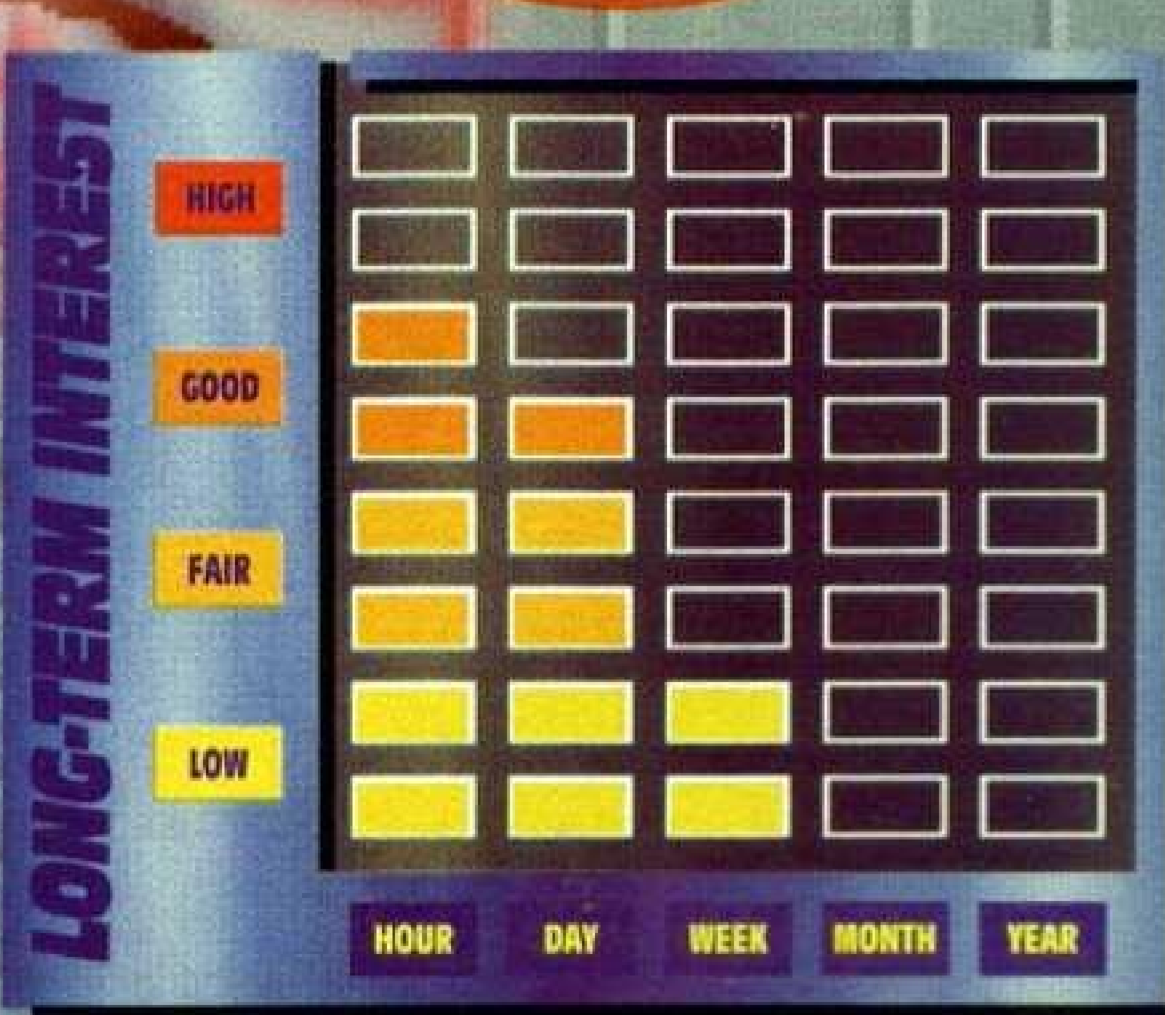
Carries a gun and hangs out of windows, but is too stupid to use it effectively. Aim for that jowly head.

RAVEY GUN RUNNER

Looks like Shaun Ryder, and just as annoying. Ol' Ravey runs along in his anorak, ready to cut Reece down.

MISTA DYNAMITE

The bomber men are a real pain, using vantage points on the high levels of the building to throw sticks.



COMMENT

JAZ

The Terminator is one of my all-time favourite films, so I've been looking forward to this Super NES conversion with much anticipation. Imagine my disappointment, then, to find that this game is an uninspiring, bog-standard and totally unoriginal platformer which fails to capture the highly explosive action of the film. The graphics are poor, with very naff backdrops and the sprites are badly animated and lack detail. The sound is feeble; the tunes are pretty decent, but they're totally drowned out by the absolutely awful, grating gunfire and stupid Zebedee-style b-o-o-i-i-n-g noise that Kyle Reece makes when he jumps. Playability? Well...it's average really. The very straightforward shoot 'em up/platform action is quite good fun but doesn't really inspire, and the driving sections aren't much cop. The difficulty level is quite high, and the game is definitely challenging, but really it's not slick or enjoyable enough to keep you playing. If you want pure platform/blasting action, check out either Super Probotector or Cybernator. If it's a decent film tie-in you're after, Lethal Weapon or Super Star Wars are both fine examples of how good a movie game can really be!

How To Control Reece is controlled via the pad. As a versatile warrior of the future, his abilities include crouching, climbing and leaping - complete with a Zebedee-style 'boing!'

A	GRENADE/ROCKET
B	JUMP
X	CHANGE WEAPON
Y	FIRE
L/R	NO FUNCTION
S	STARTS/PAUSES GAME

How To Play Take Kyle Reece through each platform level, shooting hostile machines and/or thugs. Reach Sarah Connor and finally destroy La Terminator.

HEAVY ARMOURY

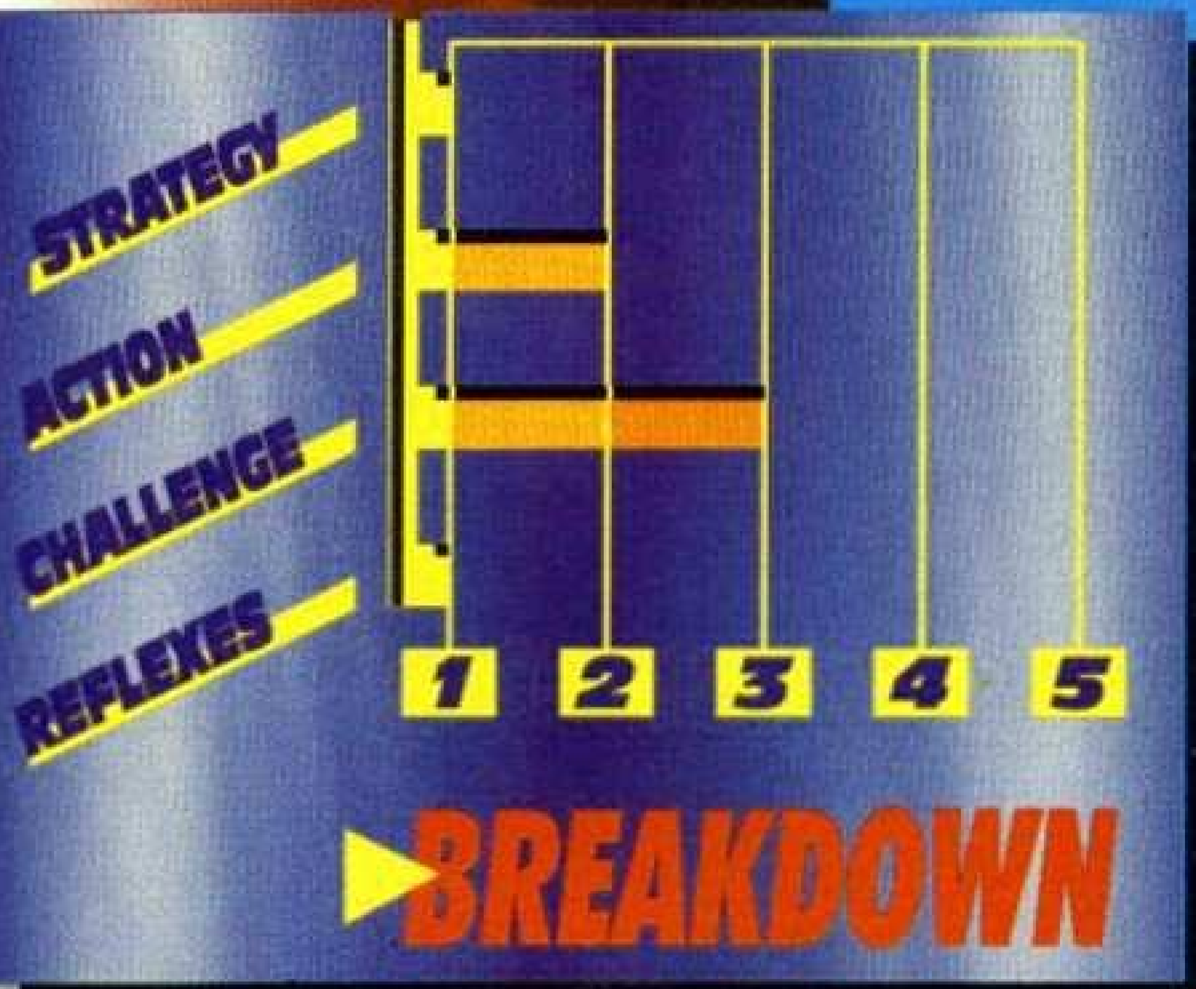
There is some big weaponry on display in Terminator, which pits the player against the odds at points throughout the level. Just a selection for you to mind

DROPSHIP
The dropship is tackled from aboard a careering truck, armed with a heavy machine gun on a pivot. The ship attacks from all angles, dropping globes which split into deadly shrapnel. It's a matter of who takes the most damage first.

TANK
The tank is an unavoidable mid-level guardian of the future. It fires bursts of automatic fire at two levels, and its weak point is located at the barrel. This toughie requires concerted attacks with missiles as well as gun fire.

CHOPPER
You are only exposed to the helicopter if you run along the exposed rooftops. When it swoops down, Kyle is inexplicably frozen to the spot as it attacks around him. Firing as fast as possible is the only escape.

RATINGS



PRESENTATION

▲ An Okay title screen (seen it on the C64 donks ago), nice level cut sequences.
-Niet in the way of options and play modes.

61

GRAPHICS

▲ An attempt has been made to create a moody atmosphere, which works to some degree on level 1, and the car level.
▼ The graphics just aren't well drawn enough.

59

SOUND

▼ Nothing to recommend. The sound effects, apart from Kyle's gun, are muted, very unoriginal and add nothing to spice up the game.

63

PLAYABILITY

▲ As its the Terminator, you feel prepared to give it a go, and be generous to its gameplay.
-The routine nature of it all puts you off by your third game.

56

LASTABILITY

▼ Progress through the levels, using the shuffle-shoot method, makes the game quite simple. Anodyne as it is, you won't stretch yourself to complete it.

44

OVERALL

Shambling, drab and undercooked. Everything a game licensed to such a major film shouldn't be. Avoid this at all costs, even on the principal of abusing licenses.

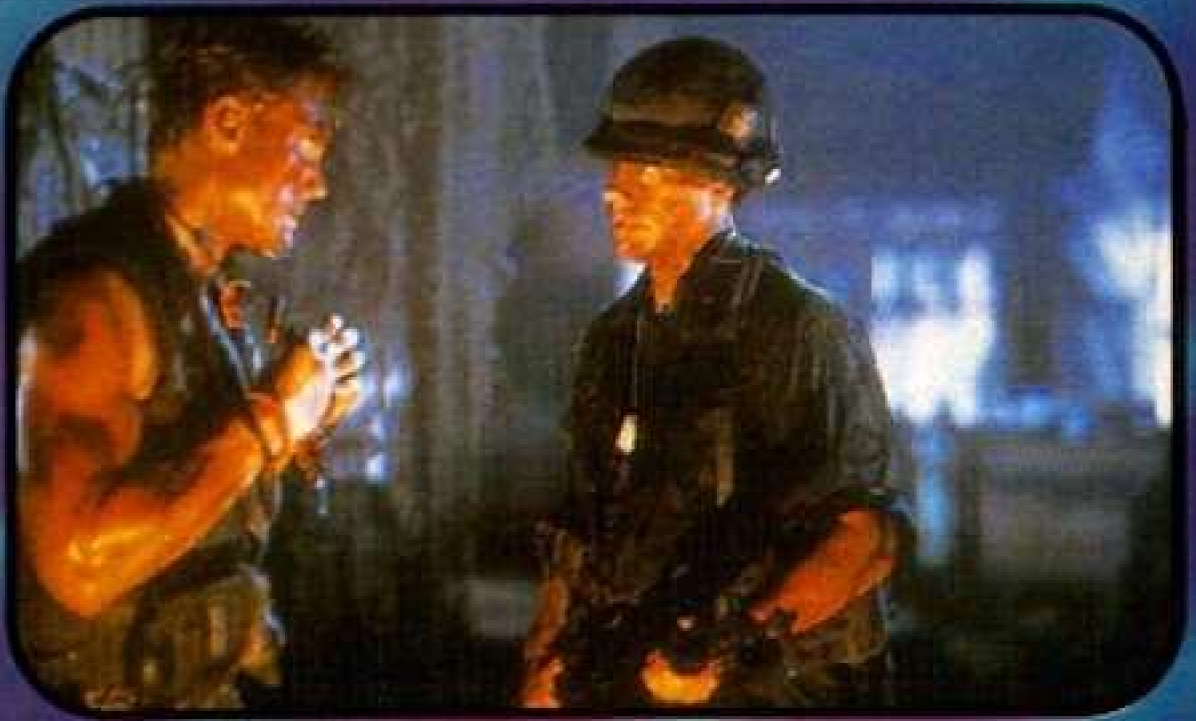
47

FILM LICENCE LIST

This rather excellent NMS pullout would not be complete without this list of film licence tie-ins for the Super NES, NES and Game Boy. Well, here they are! Of course, there are loads more on the way: Empire Strikes back for the Super NES and Game Boy, The Last Action Hero and Cliffhanger on all formats, and, of course, Jurassic Park. Stick around for more details right soon!

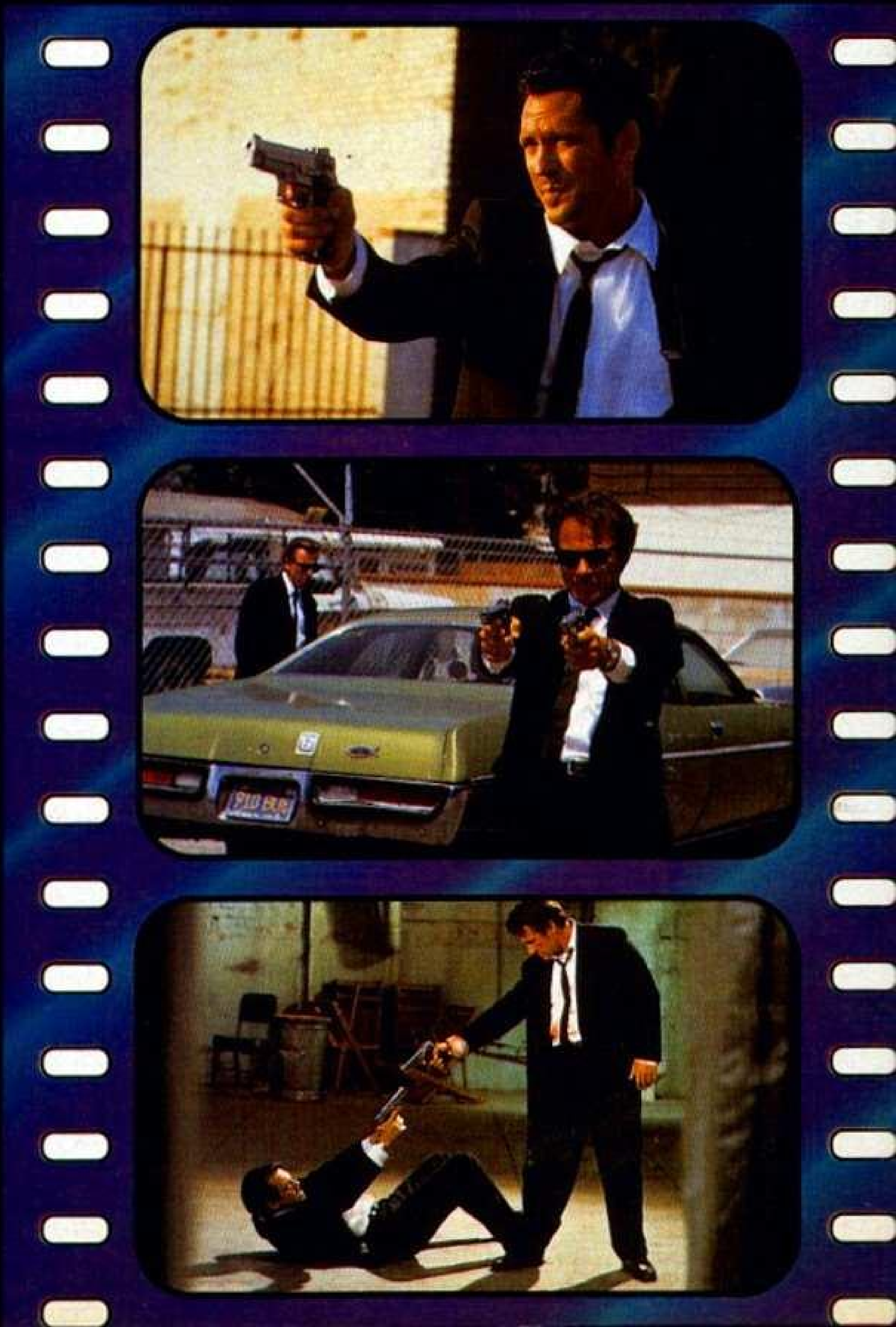
ADDAMS FAMILY - SUPER NES/NES/GAME BOY
ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT - SUPER NES/NES/GAME BOY
ALIEN 3 - SUPER NES/NES/GAME BOY
BATMAN - NES/GAME BOY
BATMAN RETURNS - SUPER NES/NES
BLUES BROTHERS - SUPER NES/NES/GAME BOY
COOL WORLD - SUPER NES/NES/GAME BOY
DAYS OF THUNDER - NES/GAME BOY
EMPIRE STRIKES BACK - NES
GHOSTBUSTERS II - NES/GAME BOY
GODZILLA - NES
GREMLINS II - NES/GAME BOY
HOOK - SUPER NES/NES/GAME BOY
HUNT FOR RED OCTOBER - SUPER NES (SCOPE)/NES/GAME BOY
JACKIE CHAN'S ACTION KUNG-FU - NES
LETHAL WEAPON - SUPER NES/NES/GAME BOY
MISSION: IMPOSSIBLE - NES
NAVY SEALS - GAME BOY
ROBIN HOOD - NES/GAME BOY
ROBOCOP - NES/GAME BOY
ROBOCOP II - NES/GAME BOY
ROBOCOP III - SUPER NES/NES
STAR WARS - SUPER NES/NES/GAME BOY
TEENAGE MUTANT HERO TURTLES - NES
TEENAGE MUTANT HERO TURTLES II - GAME BOY
TERMINATOR - SUPER NES
TERMINATOR II - NES/GAME BOY
TOP GUN - NES
TOP GUN II - NES
UNIVERSAL SOLDIER - GAME BOY

Crikey!



NINTENDO MAGAZINE SYSTEM presents a A MERRETT/MCVITTIE PRODUCTION a TIM BOONE film "NMS AT THE MOVIES" STEVE MERRETT ANDY MCVITTIE TIM BOONE GUS SWANN RAD AUTOMATIC PAUL DAVIES AND GARY HARROD music by DAVE KELSALL AND THE TAILGATORS (N.O.I.Z) costume designer TOM COX (W.H.I.P.P.Y) editors TIM BOONE (G.O.O.N) STEVE MERRETT (G.I.T) production designer GARY HARROD (A.R.T.Y) director of photography FRASER GRAY (S.N.A.P.A) producers STEVE MERRETT/ANDY MCVITTIE executive producer DAVID KELLY based on the magazine NINTENDO MAGAZINE SYSTEM by EMAP IMAGES sound by DOBLY color by DULUX visual effects by CRAYOLA

The images on this page are from the truly excellent film, Reservoir Dogs. Tim Boone's fave film of all time. so much so that he has taken to wearing black suits and shades around the office and, just the other day, tied Rad to a chair and cut his ear off whist dancing around to some sad old Kylie hit. Kroinks! Don't try this one at home readers.



NHS

LISTEN UP!
Transplant surgery may be all the rage right now, but what use is a new kidney when you can't complete Prince Of Persia? What's the point of a hip replacement when what you really want is Level Select on Parodius? Thankfully, full remedial attention is at hand courtesy of the NHS - Nintendo Help System.

TIPS AND TACTICS

Don't ask me why, but there aren't any Game Boy tippettes this issue. Ah well, they'll probably be back next month. Until then, though, you lucky Super NES and NES owners will have to make do with a veritable glut of tips for such great games as Fatal Fury, Street Fighter II (again), Batman, and Top Gear. Oh, and guess what? There's also even more tips for Super Mario Kart - blimey, how unexpected he said sarcastically...

SUPER NINTENDO

PRINCE of PERSIA

by Jordan Mechner

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Programmed by Arsys Software, Inc.
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PRINCE OF PERSIA

Konami's stunning platformer is laid wide open in the first of our three-part guide. Every aspect of the game is explored as we guide you through its many traps and puzzles - using screenshots to indicate where you need to go - and when! You won't find a better guide to this incredible game, so don't even bother looking.

GAMEBOY

ALFRED CHICKEN

ALFRED CHICKEN

Alfred Chicken is one of the most unusual heroes of our time, but there's no doubting that he's got what it takes in the platform game stakes. Teaming up with the game's development team, Twilight, NMS proudly presents a complete guide to Alfred Chicken - including the location of those sneaky secret rooms.

TIPS AND TACTICS

Since last month we've received sackfuls of worthy contenders for the NMS Most Ground-Breaking Tip Discovery. This month's award goes to the people behind the Ki Ki Katai tip - but then we discovered that one ourselves! Mind you, there is a whole sewage farm's worth of hopeless offerings now festering in the NMS bin as well - Andrew Walles' "Continue, Quit and Reset Records" Street Fighter II tip to name but one! Send in your useful tips and cheats to: PRESS THE START BUTTON TO ACCESS A REMARKABLE GAME THAT WORKS ON YOUR VERY OWN COLOUR TELEVISION - HONEST, NMS, PRIORY COURT, 30 - 32 FARRINGDON LANE, LONDON. EC1R 3AU.

NES

BATMAN: RETURN OF THE JOKER

The first of the NES tips rescued from the bucket of entrails belongs to last month's leftover Game Genie section, so get a load of this lot:

SZXZONSE: Gives protection from enemy bullets.
SZSZKXSE: Gives protection from collisions.
SXSATXSE: Gives protection from electric grids.
GVXILGZA: Start with one hundred lives!
AAKOPIZA: Makes Batman invincible until the next stage.
AAVXVLZE: To make each Backpack Energy Capsule count as four.

NINTENDO WORLD CUP

The one, count it, tip received for the NES this month makes its way onto these pages purely because it had absolutely no competition. Was it the Nintendo World Cup tip or.....or the Nintendo World Cup tip. Obviously no one cares about the old NES any more so......well of course we know it's not the case! So what are you all bally playing at, eh?! Anyway., here it is:

Darren Knowles, whilst has discovered that own goals can also provide your team with points! Set the game so that the keeper 'comes out' after kick-off and have your team run toward the opposition so that your keeper leaves his post. Next, turn the team around and run them back to the goal. Place the ball on the centre of the goal line then pass it into your own nets. Surprisingly this point goes to your team. Amazing, eh?

VICE: PROJECT DOOM

The second list of leftover Game Genie tips:

SZSKIOVK: For infinite lives.
SZVYXKVVK: To get infinite grenades.
SZKNXKVK: For infinite bullets.
GOENELIA: Receive twenty grenades for each pick-up.
LTNNXLIA: Start with ninety-nine grenades.
SXVYVKSE: Infinite power.

FACEBALL 2000

For a special secret game press the L and R buttons on the title screen. Also, do the same thing on the game select screen for an extra life and level select. Once again there's no name and address! How do you expect to win any prizes, eh?

FATAL FURY

Danny 'Paper Boy' Russell donated his Action Replay code for unlimited energy on Takara's of Fatal Fury. Here it is: 7E06 13SF.

MICKEY'S MAGICAL QUEST

Russell, first name Danny, also sent in these few Action Replay codes for Mickey Mouse's Magical Quest. For unlimited energy enter 7E02 B104. For unlimited time enter 7E03 SF05 and for unlimited lives enter 7E03 7202.

SUPER NES

PARODIUS

It's about this time that the NMS crew enjoyed a quick Round Select cheat for Konami's highly entertaining Parodius game. If you'd like to join us then press UP, RIGHT, DOWN, LEFT then X, A, B and Y on the 'option' screen. By Jingo, what larks!

STREET FIGHTER II

As you might guess, the majority of stuff arriving at the office recently is related to Street Fighter II. These Game Genie codes came from Hornby Hobbies themselves and are therefore 100% reliable!
C4A4 6767: to perform moves in mid-air, a la Capcom's own Hyper Fighting Turbo edition!
4A6C 6D69: Allows characters other than Chun Li to jump off walls.

KI KI KATAI

In terms of difficulty, there are times when this game shoots right off the scale! The main drawback is that people never see the best parts of the game and suffer from all manner of nervous dispositions as a result! Calm yourselves, then, with this level select cheat! On the player select screen hold down the X and Y buttons then press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A,B. Press START and all six stages await anyone who's brave enough!

SUPER MARIO KART

Just when you thought it was safe to cross the tracks, Craig Watts roars by with this tip which allows a permanent ghost image of your chosen cart to remain on the time trials forever - at least, until the battery back-up runs out! After breaking the speed record on whichever track you prefer, hold down the LEFT and RIGHT buttons along with the Y button and then press X when the option to Retry appears on screen. The cheat is successful when the name of the track becomes yellow. From this point onward simply press the LEFT, RIGHT and Y buttons simultaneously and press the B button when the question 'Is this OK?: YES/NO' is on-screen, to race against this ghost image. Nice one!

UNIVERSAL SOLDIER

Watch the film, buy the posters and experience each apocalyptically appalling moment of the 'Universal Soldier' game with this list of passwords, then remove yourself from society - please! Paul Grimes has. We can tell. No-one else would trouble us with these, nor the rest of the age-old tips that accompanied his letter to the NHS. Gradius III cheats? Come on! By the way, Paul, you forgot to include 'Space Invaders' with your decomposing 'Games Your Grandad Might Remember' compilation.

BZCXD
FWGVH
MRKSN
PRGMP
TCMCB
QWYRW
BCMVG
XVXVX
QWRTY
KBRDS

TINY TOON ADVENTURES

So, you own Tiny Toon Adventures' for the Super NES and can't wait to see it in all its glory. OK, here's the complete list of passwords courtesy of Nikolaj Rokke from Denmark:

Easy Level One: Looniversity: BABS - GOGO - MAX
Easy Level Two: Wild West: PLUC - BOOK - ELMY
Easy Level Three: Ghost House: MAX - CALA - SHIR
Easy Level Four: American Football: ELMY - ROAD - SWEE
Easy Level Five: Space: SWEE - PLUC - BOOK

Hard Level One: Looniversity: PLUC - BABS - BOOK
Hard Level Two: Wild West: ROAD - MAX - ELMY
Hard Level Three: Ghost House: GOGO - SHIR - SWEE
Hard Level Four: American Football: BOOK - PLUC - BABS
Hard Level Five: In The Sky: GOGO - CALA - ROAD
Hard Level Six: Space: MAX - BABS - SWEE

The menu for each of the bonus games: ELMY SHIR CALA

BABS = Babs Bunny
CALA = Calamity Coyote
ELMY = Elmyra
GOGO = Gogo Dodo
BOOK = Book Worm
MAX = Montana Max
PLUC = Plucky Duck
ROAD = Road Runner
SHIR = Shirley the Loon
SWEE = Sweetie

TOP GEAR

Want unlimited fuel on Top Gear? Too shy to ask yoursef? Fret no more, because David Nesbitt is here with the solution. With the aid of an Action Replay cart enter: 7E1E63A7 for player one and 7E1E65A7 for player two. See? You need never ask for a toothbrush again...

AUTO:5
11TH
8TH
GEAR:5
8TH

PRINCE of PERSIA
by Jordan Mechner

Things are looking pretty glum for you. Jaffar's got your gal and has already got the honeymoon booked for her arranged marriage. You, of course, are not invited to the reception. But wait, what is that strange musty tome with glossy covers that has just been chucked through the grating? Why it's a book from the NMSPLF (the Nintendo Magazine System Persian Liberation Front). And it contains all the secrets of Jaffar's twenty level palace. So come on, you've got a wedding to crash!

GENERAL SKILLS

There are a few manoeuvres to master, which are then used again and again, so it's wise to learn them early. They are:

JUMPING

A standing jump takes you two tile spaces only. Slightly larger gaps may be crossed by holding onto the B button, to grasp the ledge at the far side of the jump. Jump and grasp is widely used. Running jumps must always have three tiles space to execute. Your character takes a tile's length to jump after you press the button.

FIGHTING

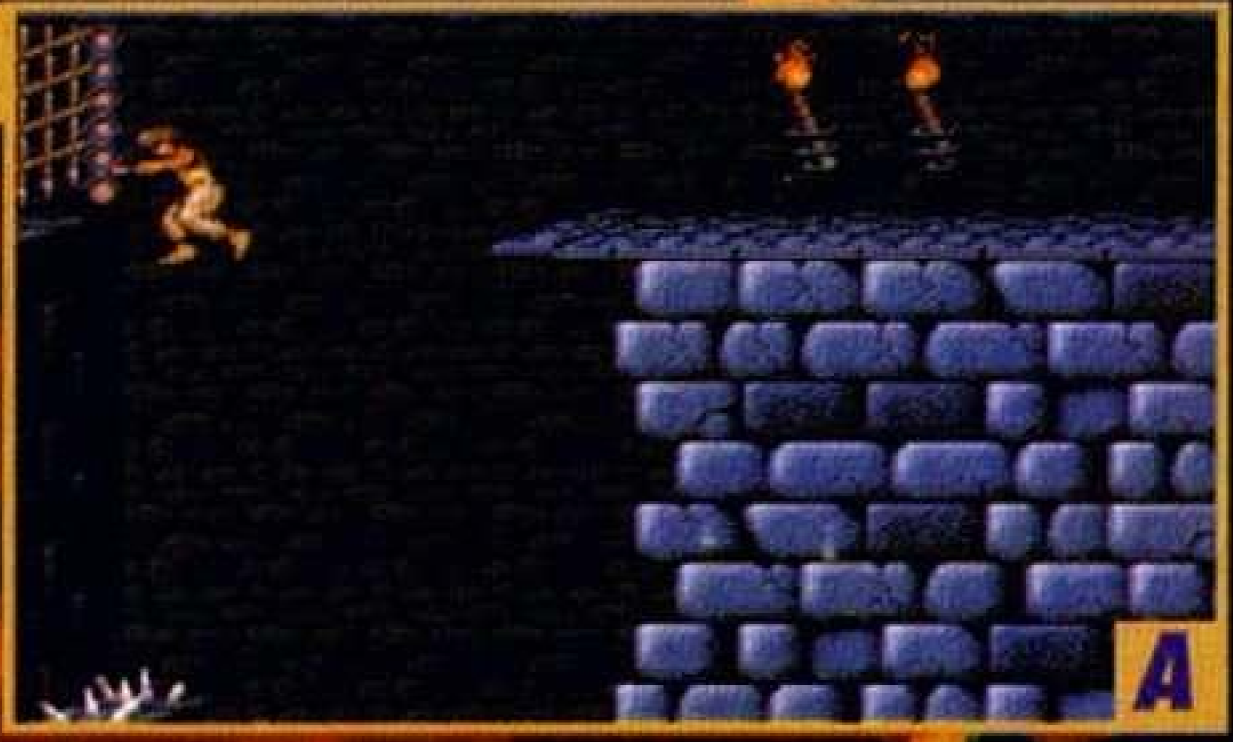
There are two methods for fighting guards:
1. Stand a sword length apart and make your lunge a split-second after your opponent does.
2. Stand close and parry your opponent's blows, then launch a flurry of quick lunges, then step back.

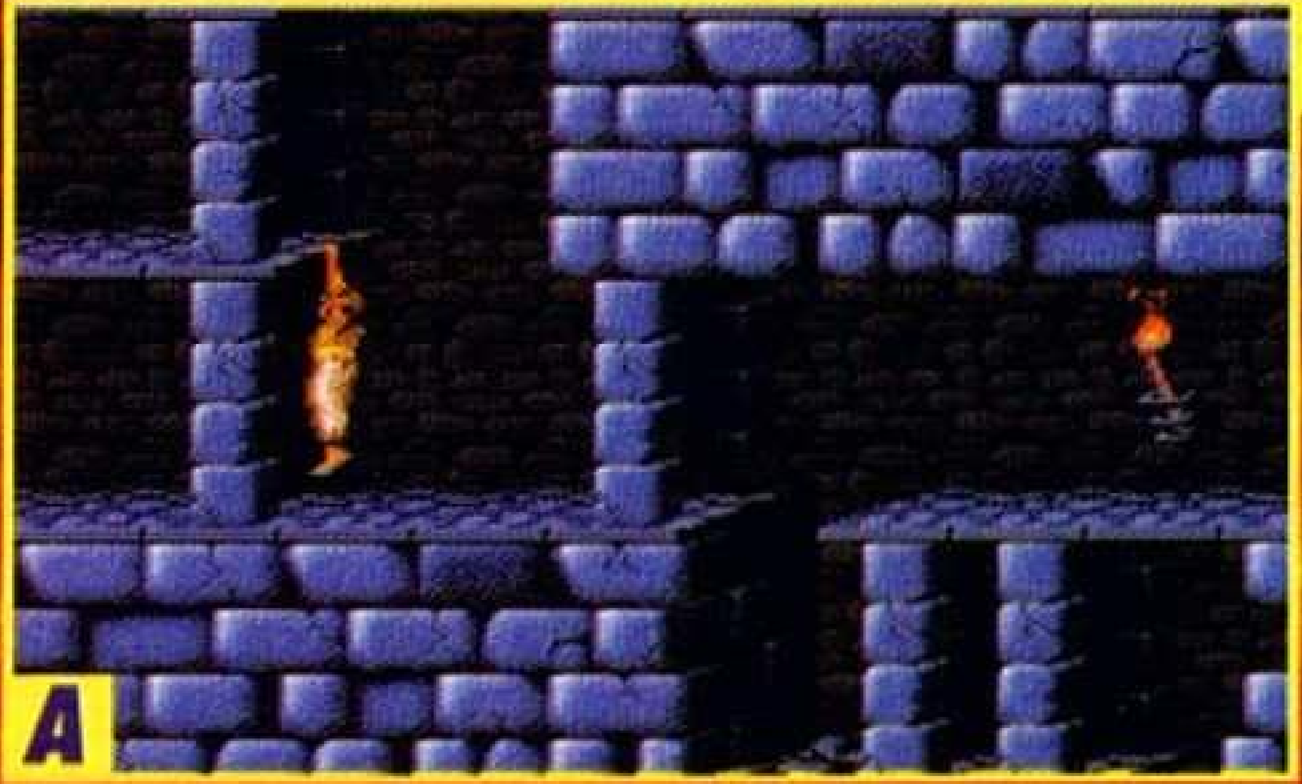
HAZARDS

Spikes are not much problem, just step through them. Watch for the tell-tale holes on the red-coloured levels, as they're hard to see. For slicers, step up to the edge, then step through at the moment they shut. For stone blocks, take a standing jump through. If stuck on a collapsible tile, hold onto the B button, to grab the edge.

LEVEL 1

1. Not much problem. The only useful advice is to take the left-hand side of the room with the gap in the middle, and drop down (A). After collecting the sword retrace your steps.

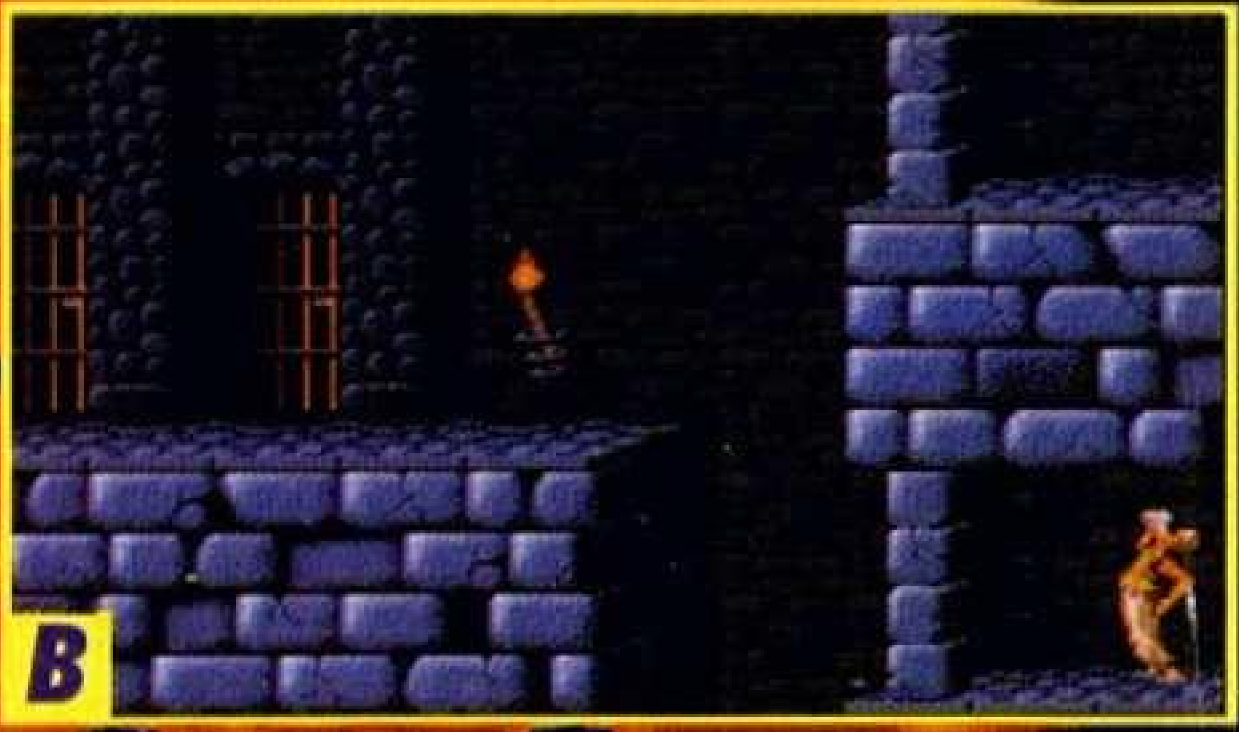


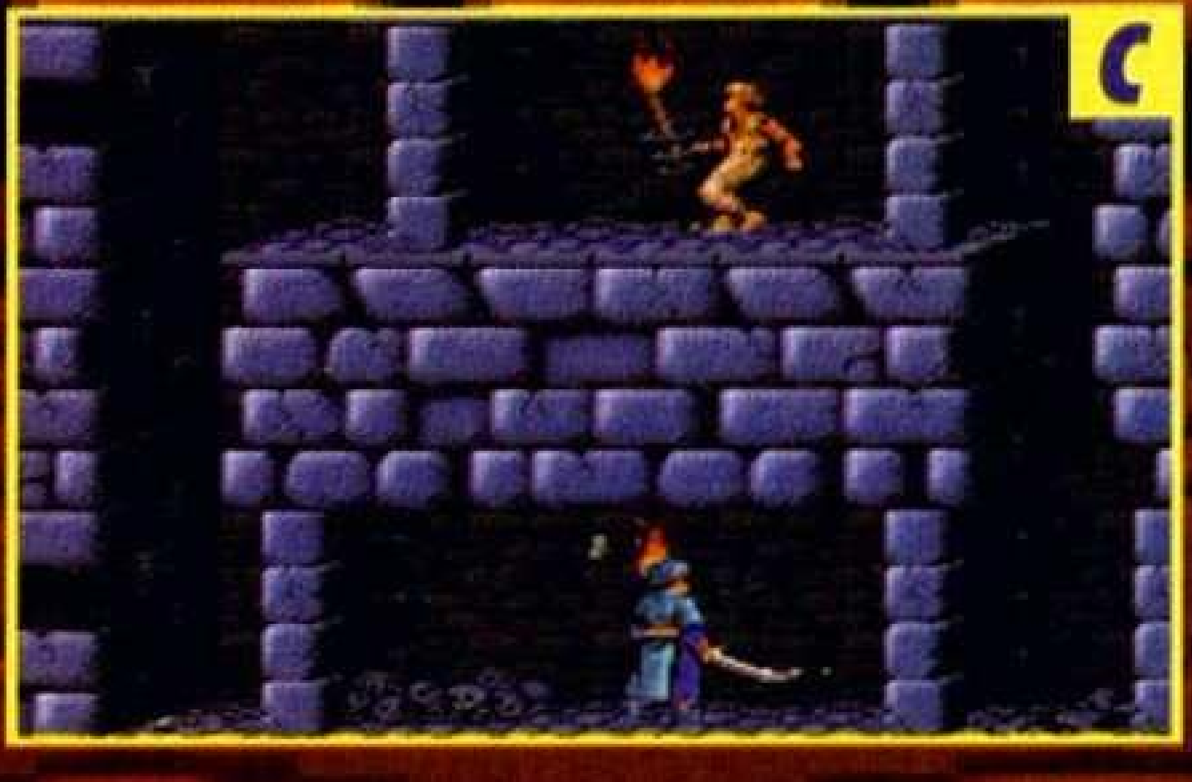


LEVEL 2

2. Go left briskly and attack the guard. Continue left, then climb up the shaft (A). There is a potion to restore one point.

3. Continue left across the top, killing the guard, then drop through the collapsible tile and go left. Get the potion at the edge of the drop to add another point to your bar (B). Retrace your steps and take a running jump over the big gap.



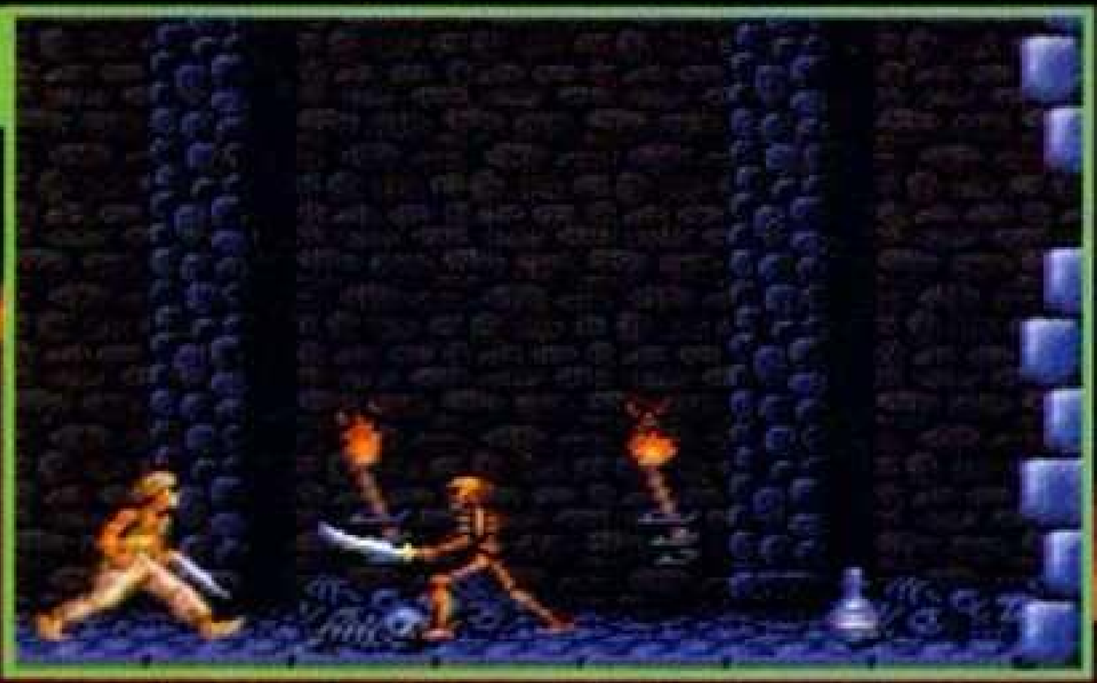


4. When you reach the level door carry on, ready to take a running jump. When you reach the far left, drop down and locate the level door tile (C). Return to the door to finish the level.

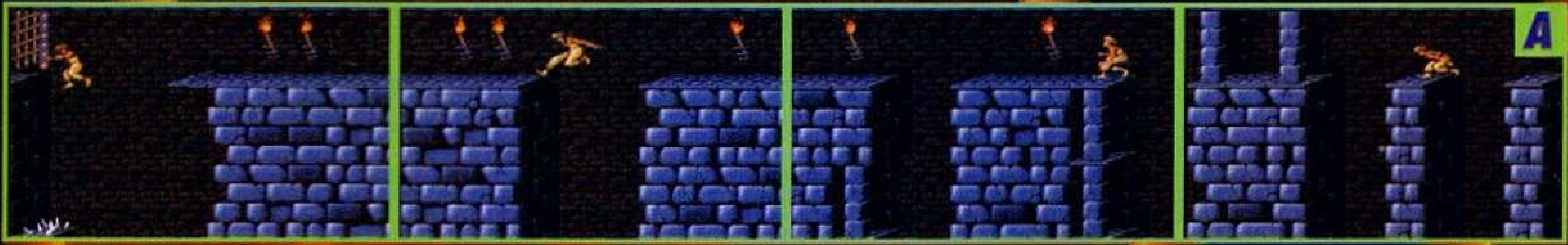
**PASSWORD:
MDQQT9R**

LEVEL 3

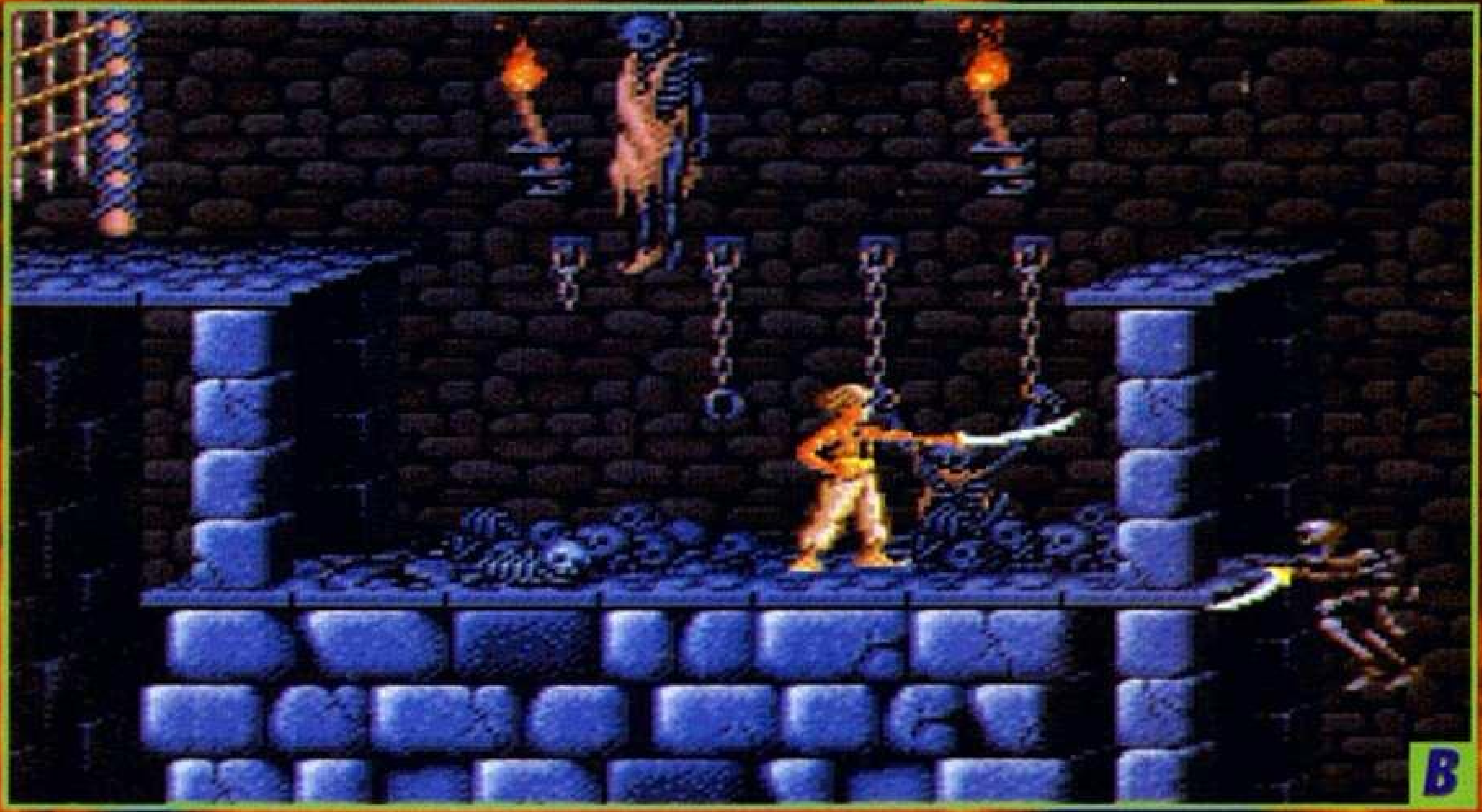
5. Go right as far as possible, until you find another extra point potion. Kill the skeleton at the left-hand side of the screen, because he recovers quickly. Remember, if an enemy ever attacks you with your sword sheathed, you die instantly.



6. Go left two rooms and climb up to the next screen. The following sequence is tricky and needs some practice. First, get to far pinnacle of the room to the left (A). This releases a gate three screens to the left. You must head for it immediately. From the edge of the tile, take two standing jumps left, then three running jumps. Finally, take a running jump just as you hit the collapsible platform . Hold onto B to grasp the ledge!

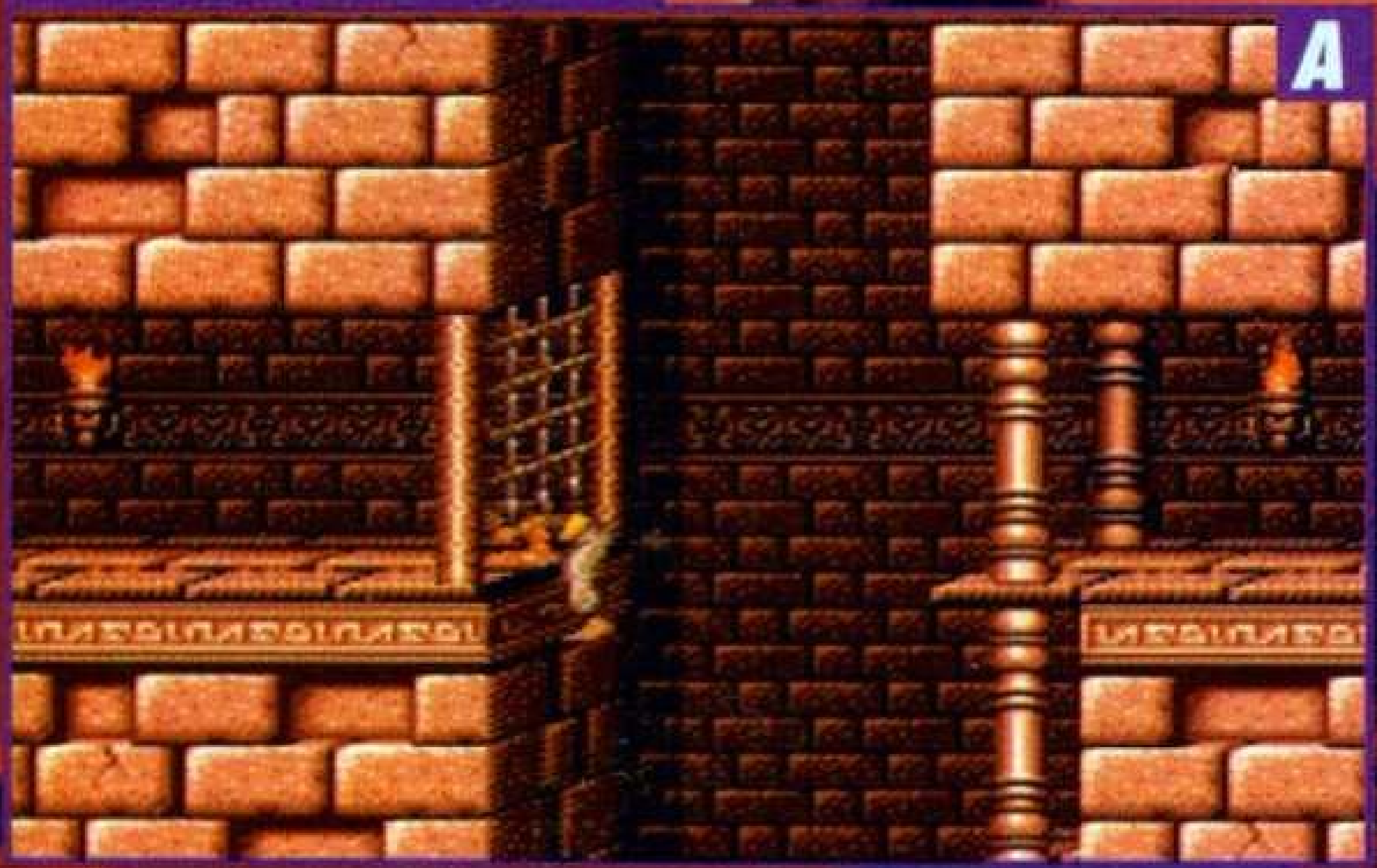


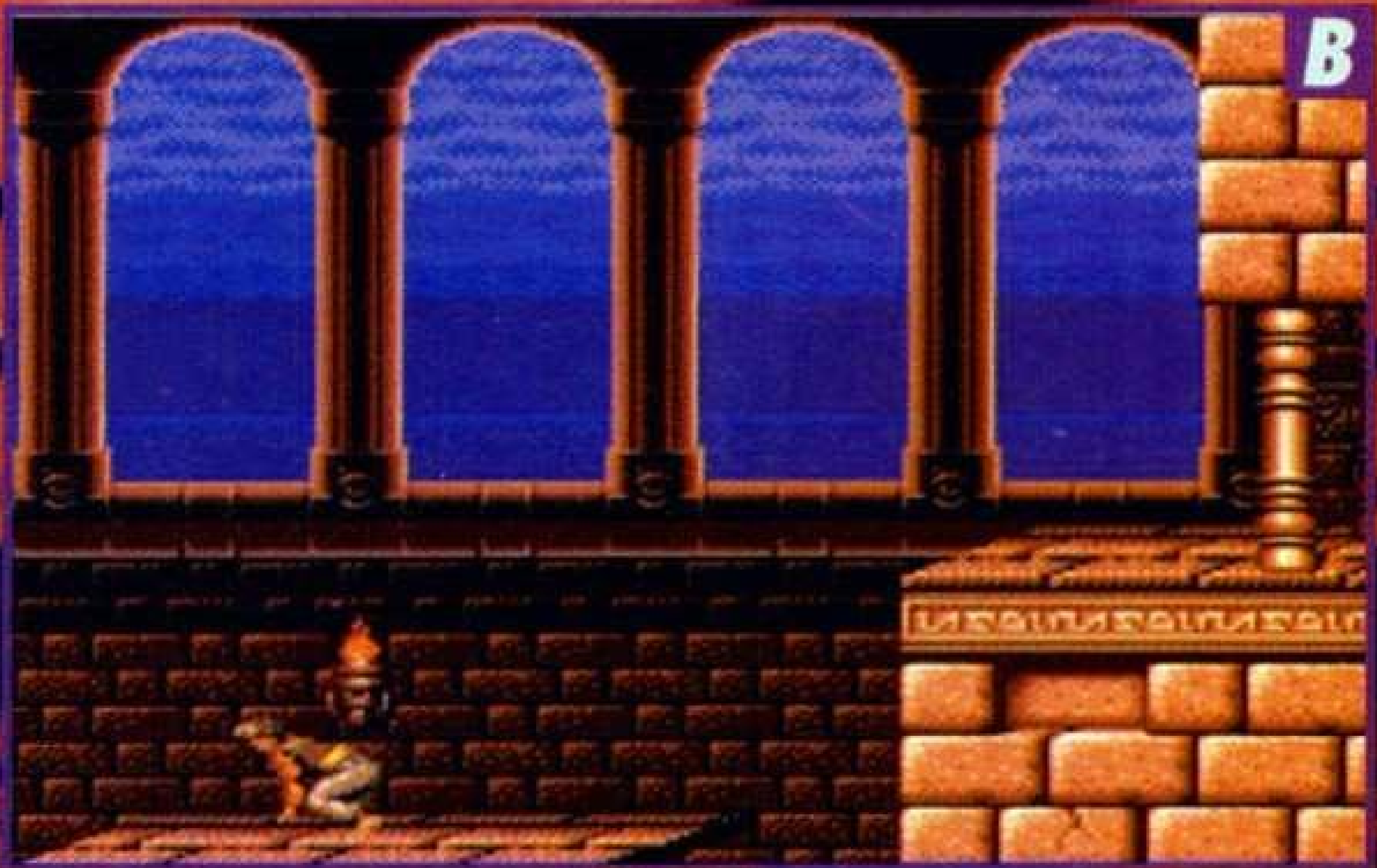
7. Take a running jump left, and keep going as the floor collapses. Pass the skeleton, drop down and left until the door tile is located (don't drink the blue potion). Return to the skeleton and push him over the edge (B). Go down and push him left. One final swipe should send him under the crusher. Down again and head right for the gate lift tile. Then left to exit.



PASSWORD:
LHRTWNN

LEVEL 4



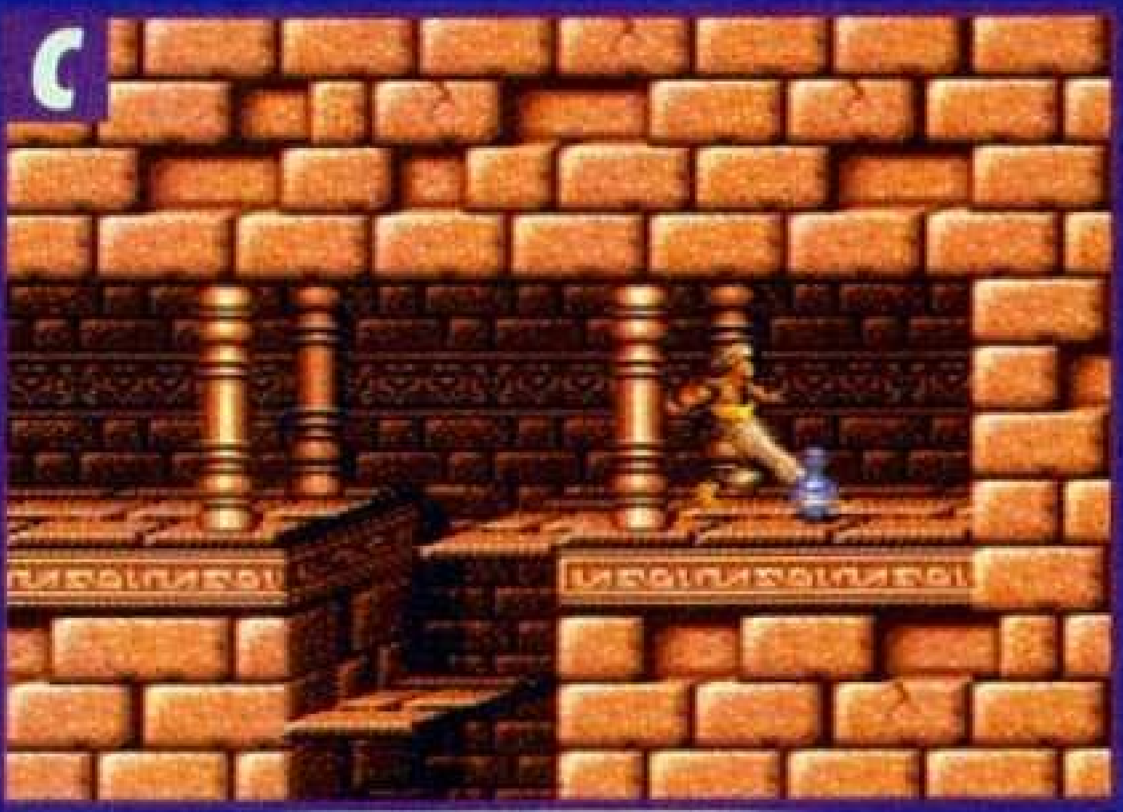


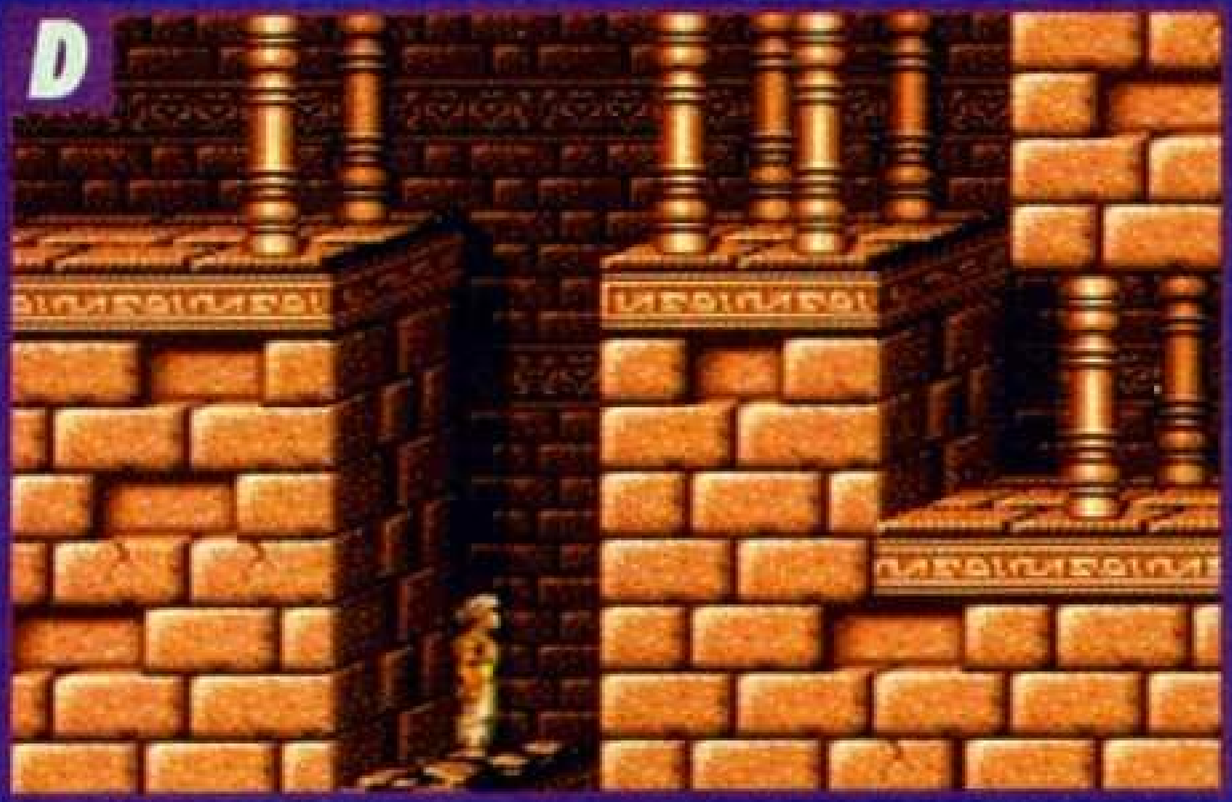
8. From the door, run through the right gate and leap the gap. To open the gate you see across the chasm you have to go two screens left, and then return quickly. Take a running jump and hold B and you should squeeze under the gate (A).

9. To pass through the gate you must take a running jump, as a pad beside it closes the gate. Land in the middle of the four plates (B), then do a standing jump and grab. Ooof! that was close. After the guard, run full left until you can go no further. Climb up and go right to find the extra point potion.

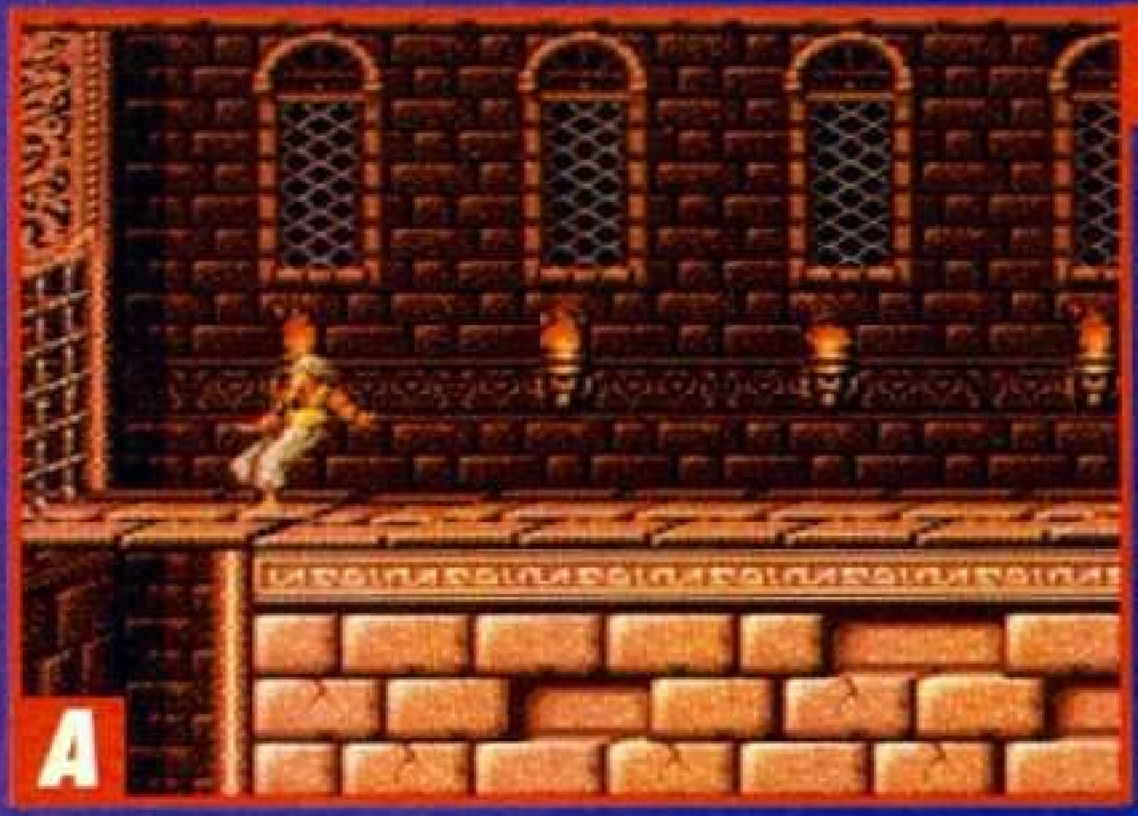
10. Make sure the two plates fall (C). Retrace your steps to the room below (D) and drop yourself down to the screen below. The exit is near.

PASSWORD:
CK+JRV9

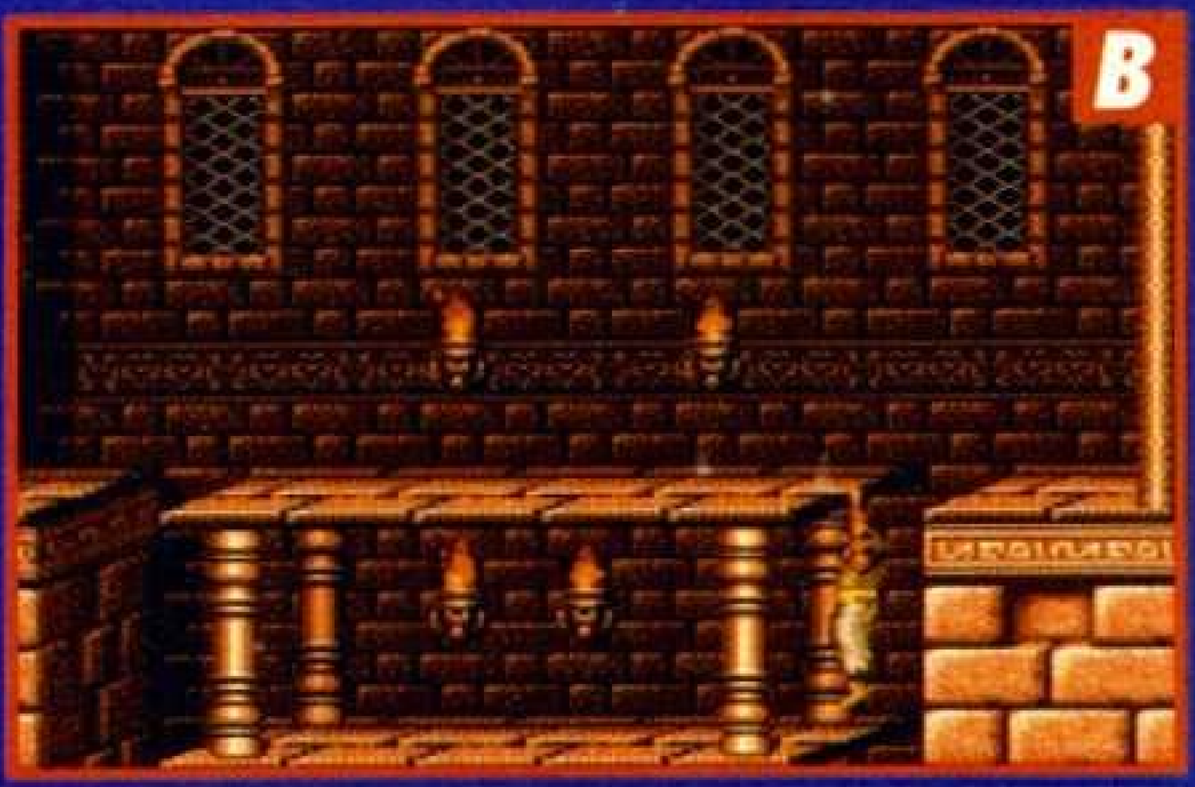




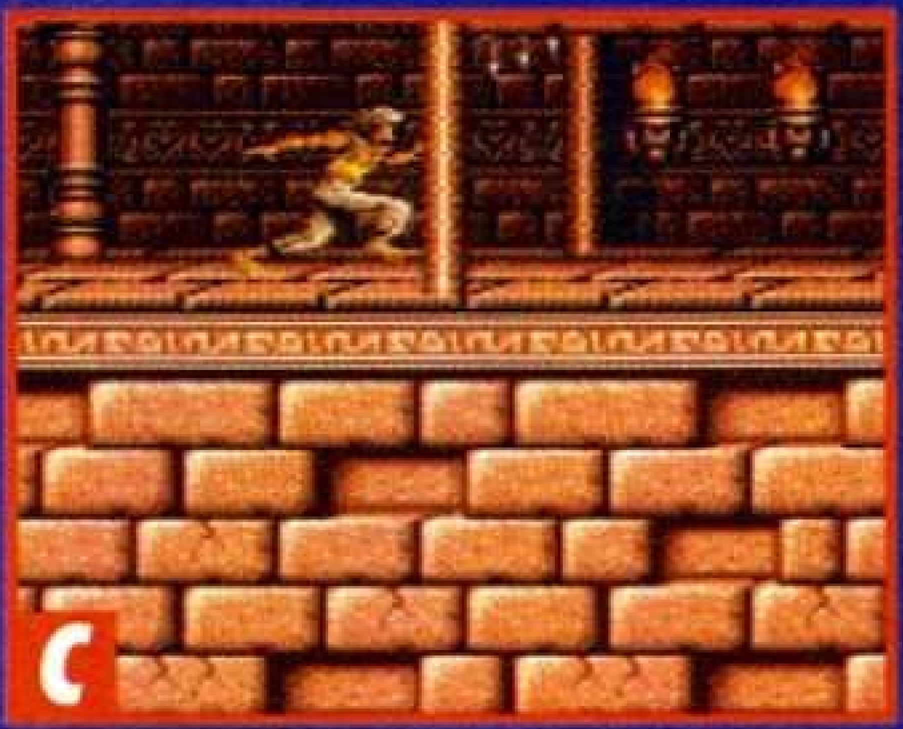
LEVEL 5

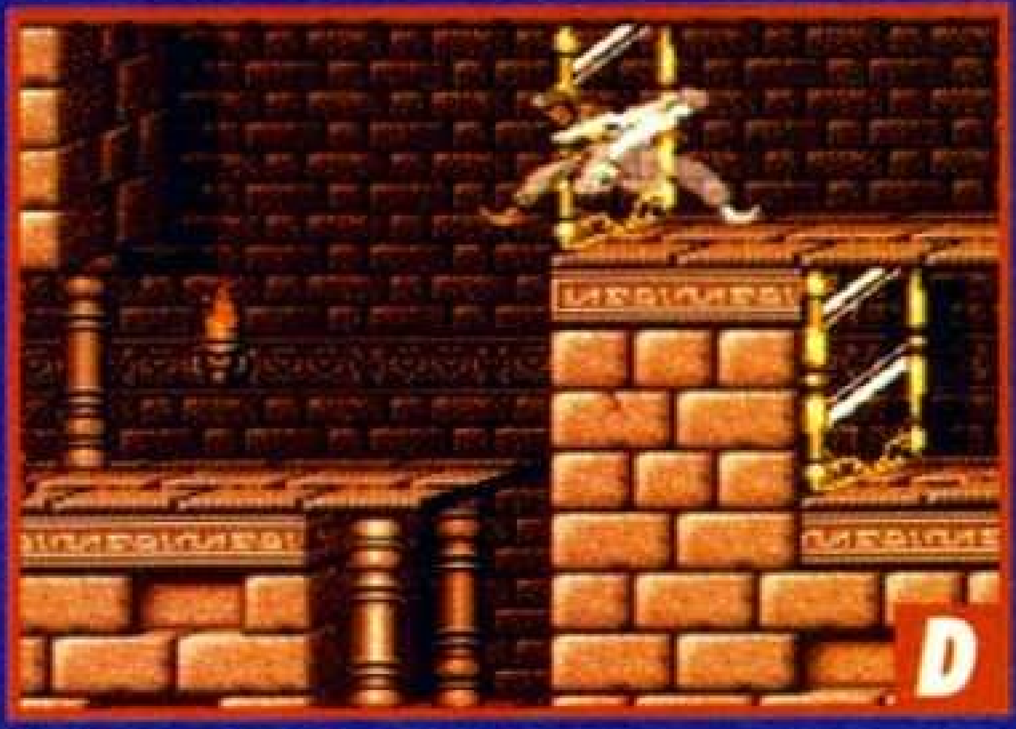


11. First head to the left, but next screen drop down and head right. Kill the guard from this direction to save you trouble later on. Then it's back up to the first gate and left. Now you face a gate with a collapsible tile in front (A). Let this fall, then drop down to another open gate. Go through this and you should wind up in a corridor with a collapsing ceiling (B). Jump to loosen the tiles.



12. Going left brings you to a restoring potion, but the important thing is to drop the tile on the upper level. This opens the gate way back near the start of the level (C). Return there via the dead guard.





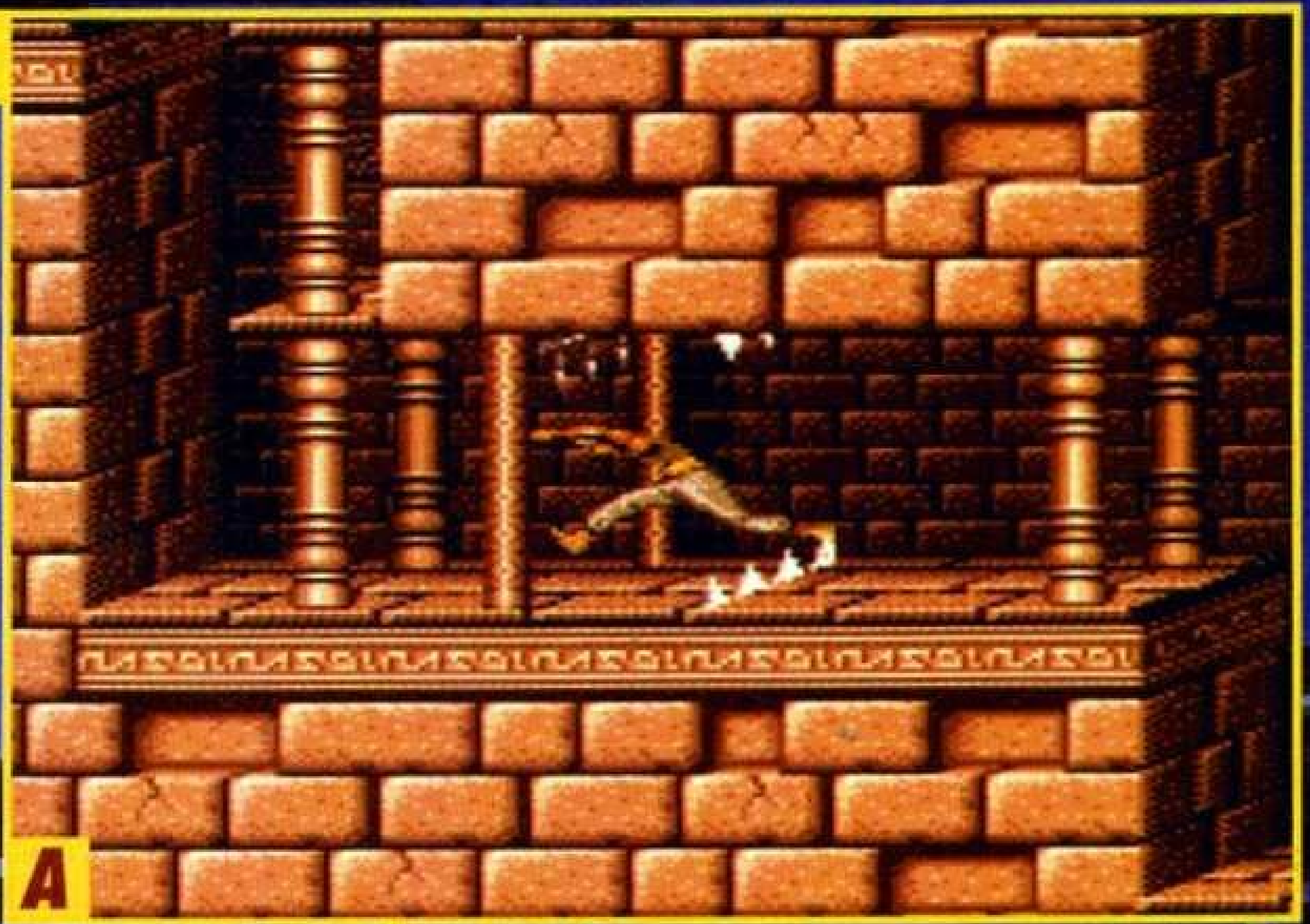
13. The rest of the level is simple. Head right through the open-air section and locate the mirror near the slicer. This is the exit door switch. Now go up, and a mirror has appeared to block you. Take a running jump at it! (D). Head back to the exit.

PASSWORD:
BQFJL7B

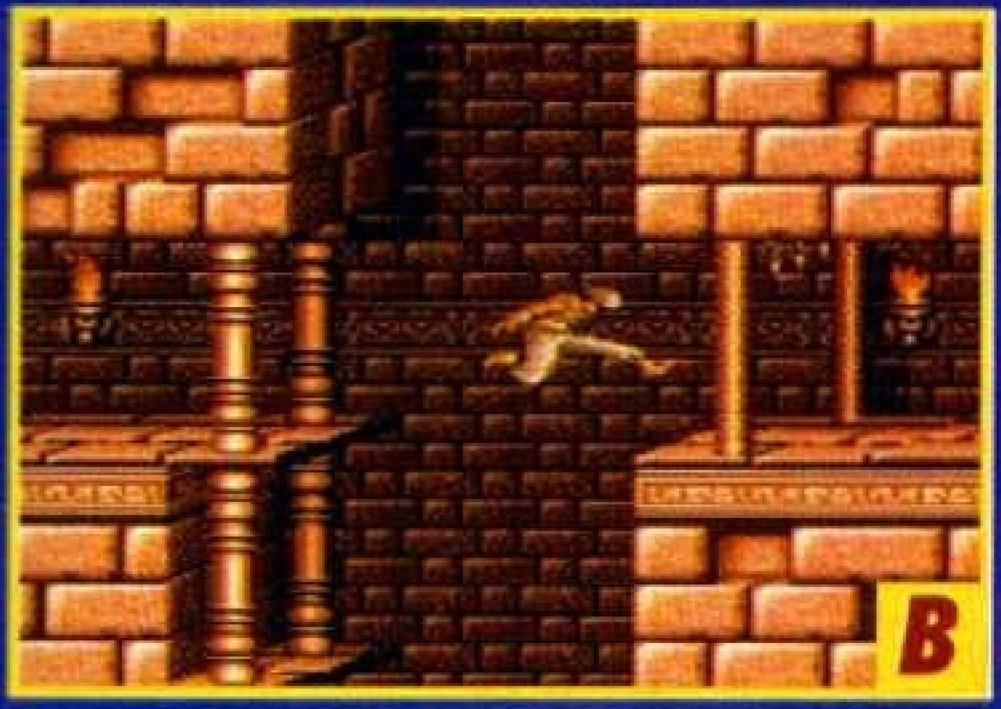
LEVEL 6

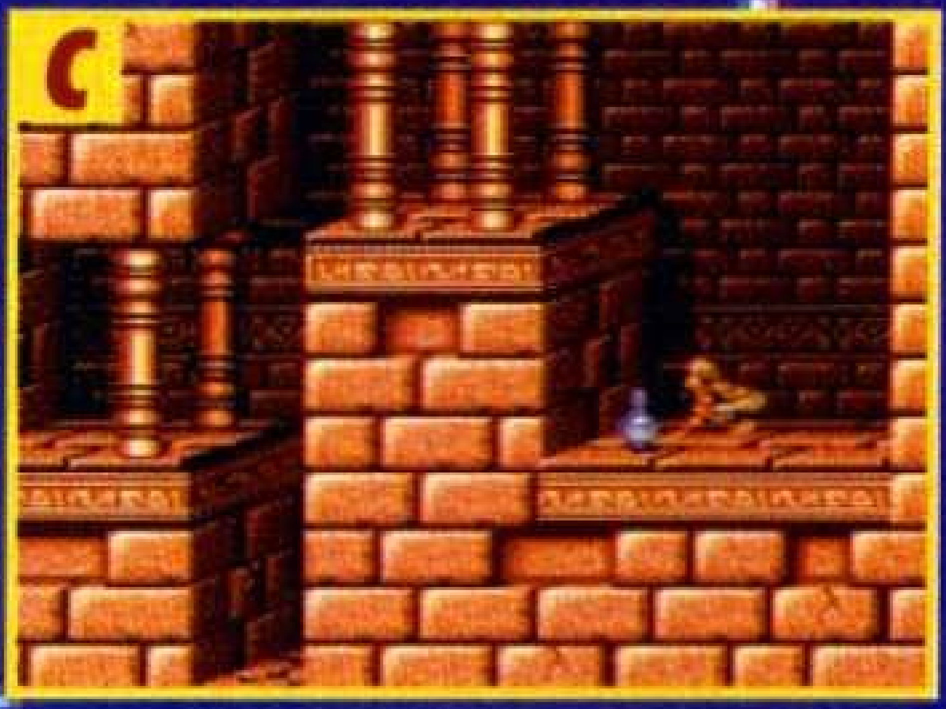
14. Go left at level start, a running jump takes you across the spikes. Jump through the slicer (A) to avoid the panel that drops the gate. Then climb up, ready to attack the guard as soon as you step onto his level.

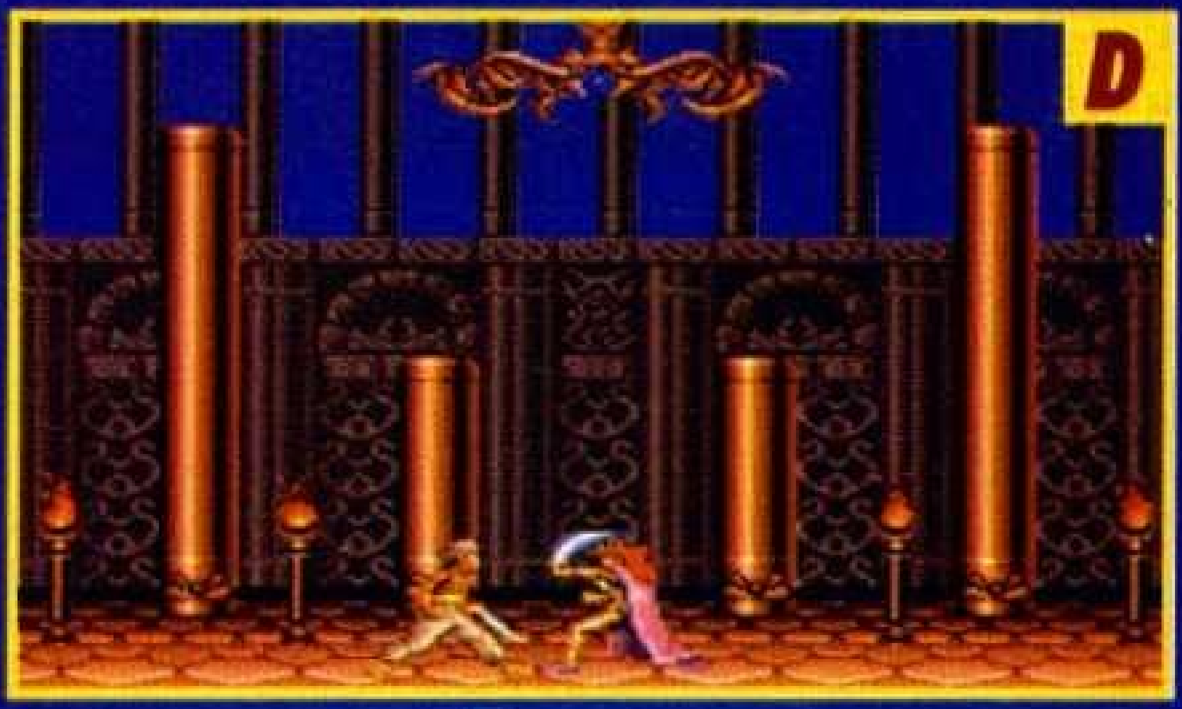
PASSWORD:
CG27BTX



15. Run to the right, dropping panels as you go. This opens the gate at the chasm, three screens to the right (B). Press this, then quickly go down a level and duck under the lowering gate by pulling down. The choice is now yours, whether to drop down to collect the extra point potion (C), or going straight on to the dead-end and knocking the roof panel. From there just tackle the lady guard (D), and run right across the unsafe bridge. If you collect the potion, remember the wall on the left of the screen is false.



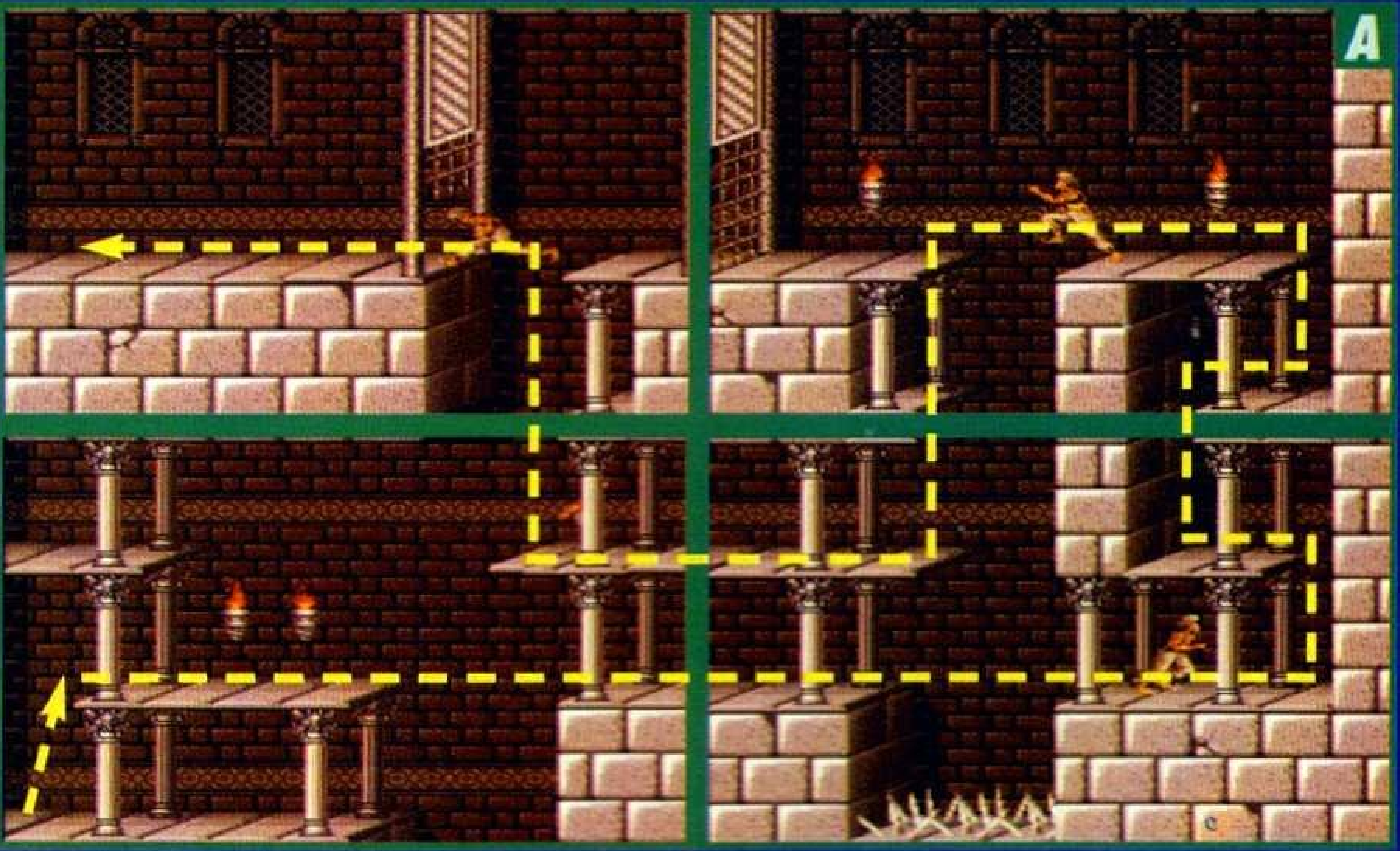




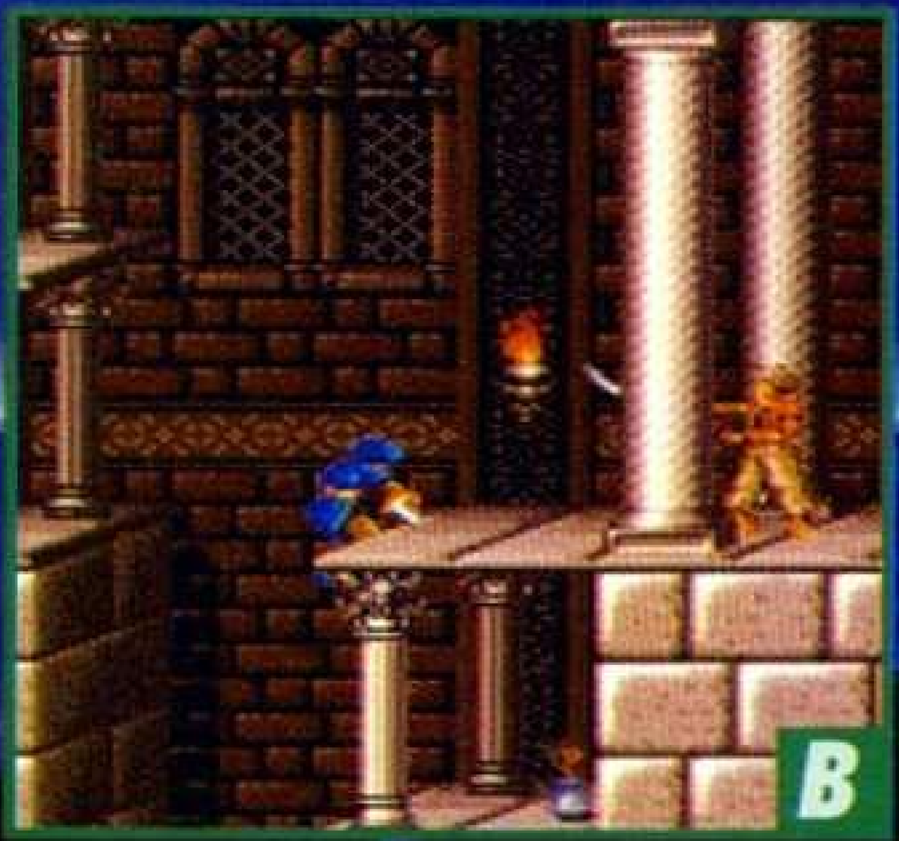
LEVEL 7

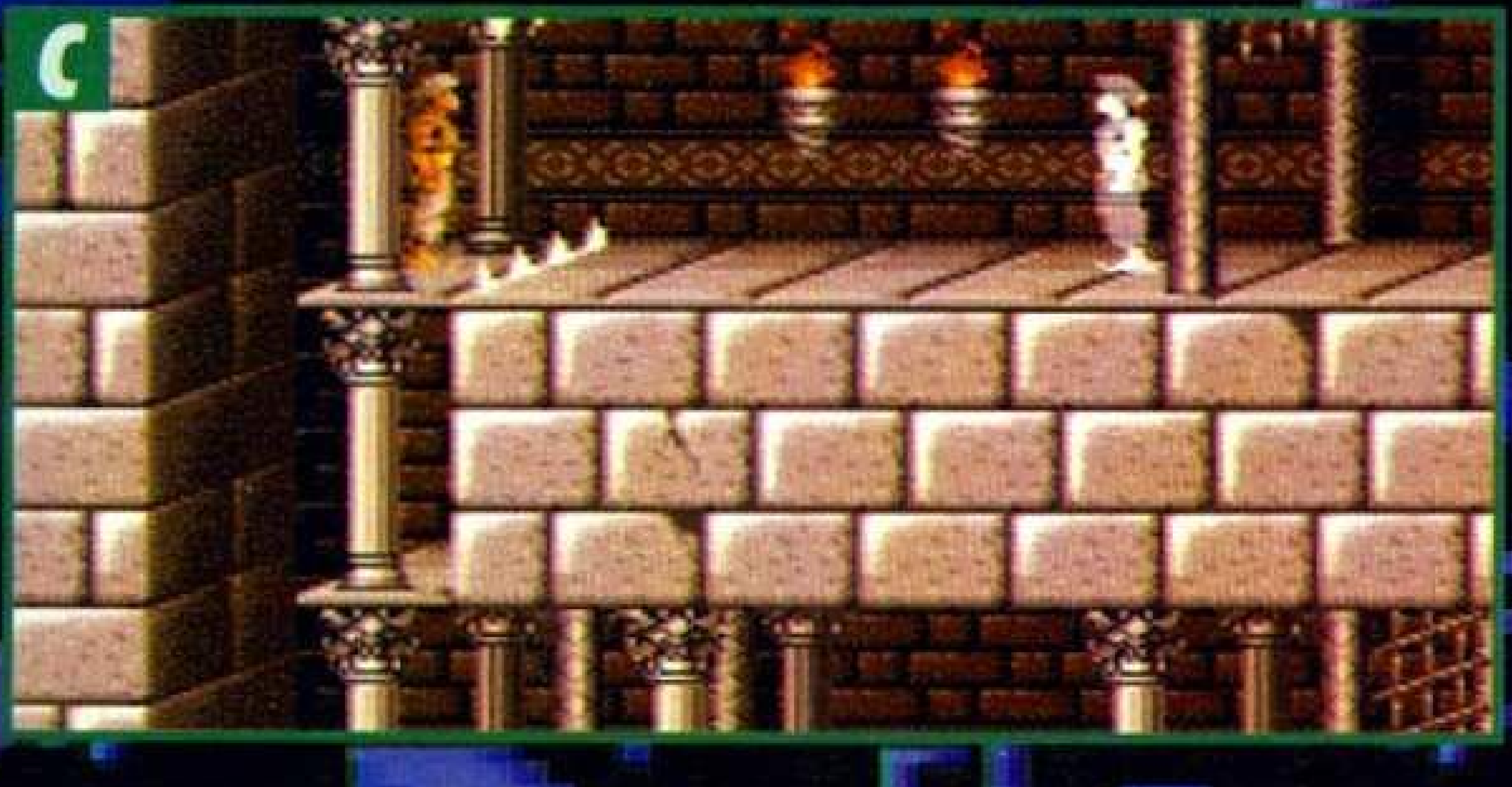
16. This is the level of many gates. Go through the right one first, and jump across the chasm and spiky pit. By going in a circular route (A), you should arrive at the falling tile which releases the gate at above. Jump through quickly and go left. After passing to the left side of the gap, lower yourself down to a position just above the level entrance.

**PASSWORD:
3ZZRBYR**

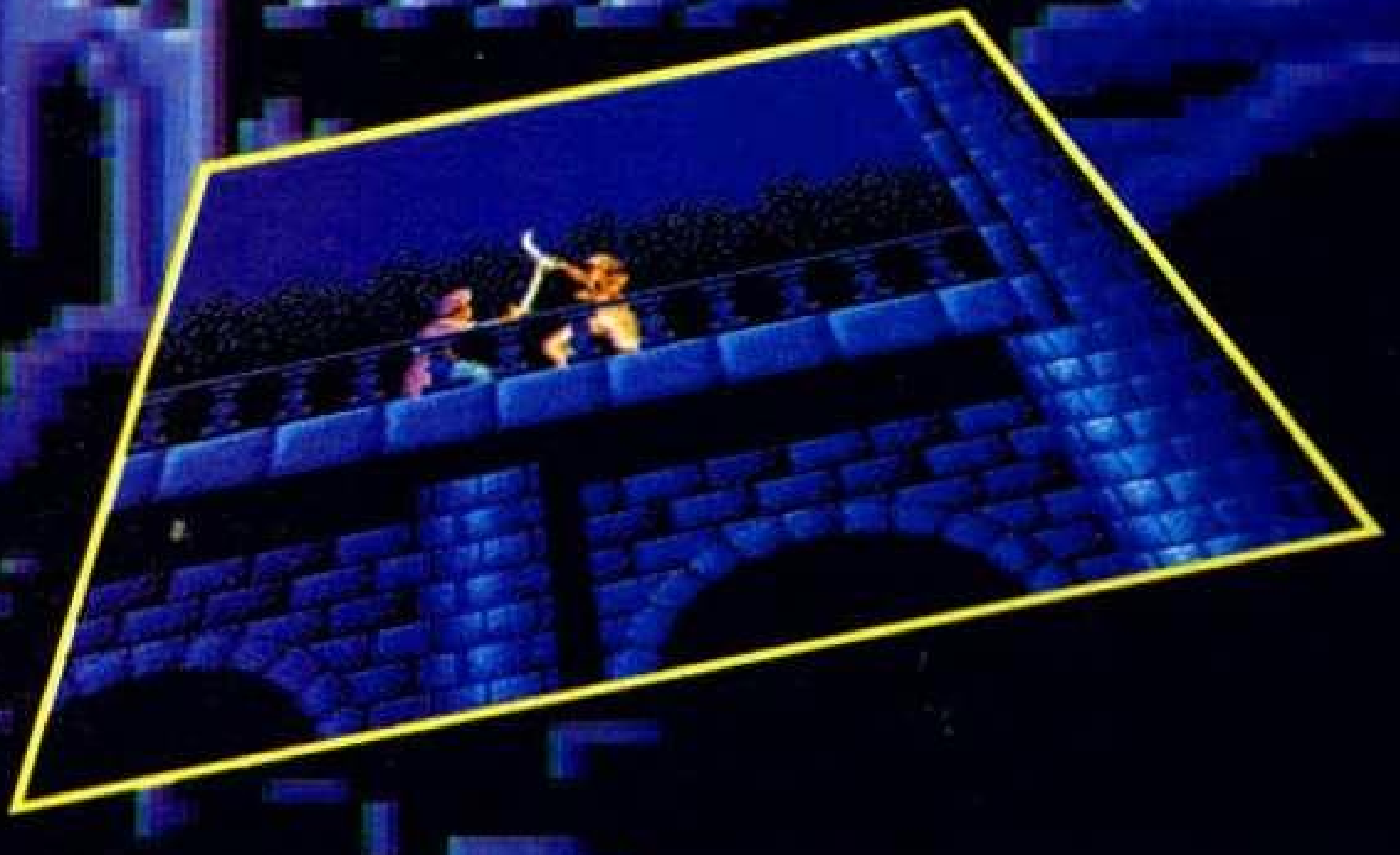


17. Two guards demand a fight. Don't be tempted to knock the first one off your level, it only causes problems. However, feel free to knock the second over the edge (B). Continue left until the room with two gates (C). Watch for falling tiles, and forget about stopping the thieving shadow! Now the exit is within your grasp, just up and left.





That's as far as the book takes us on this occasion. But watch that prison window for more liberating tips next issue, when the next set of levels are revealed!

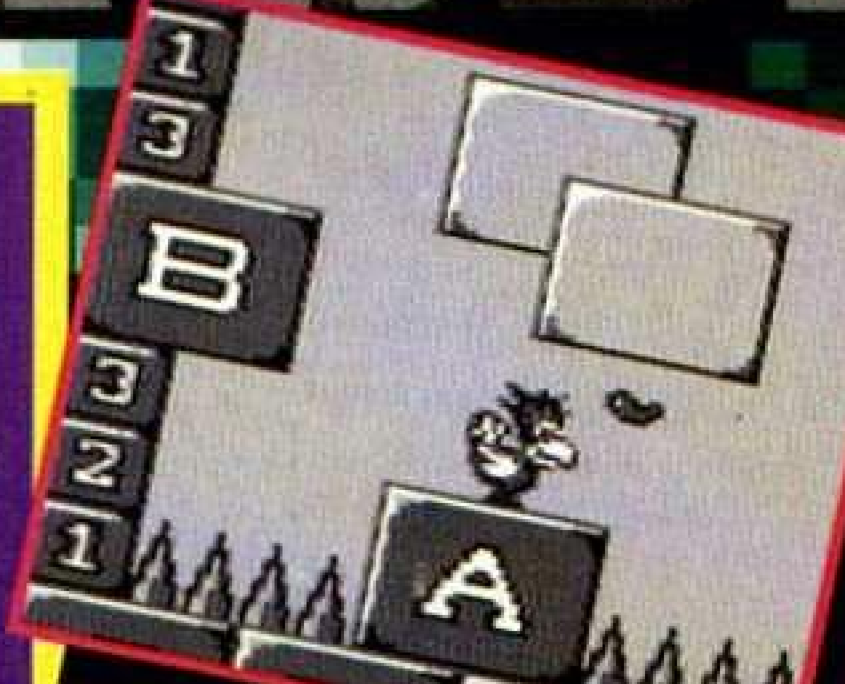


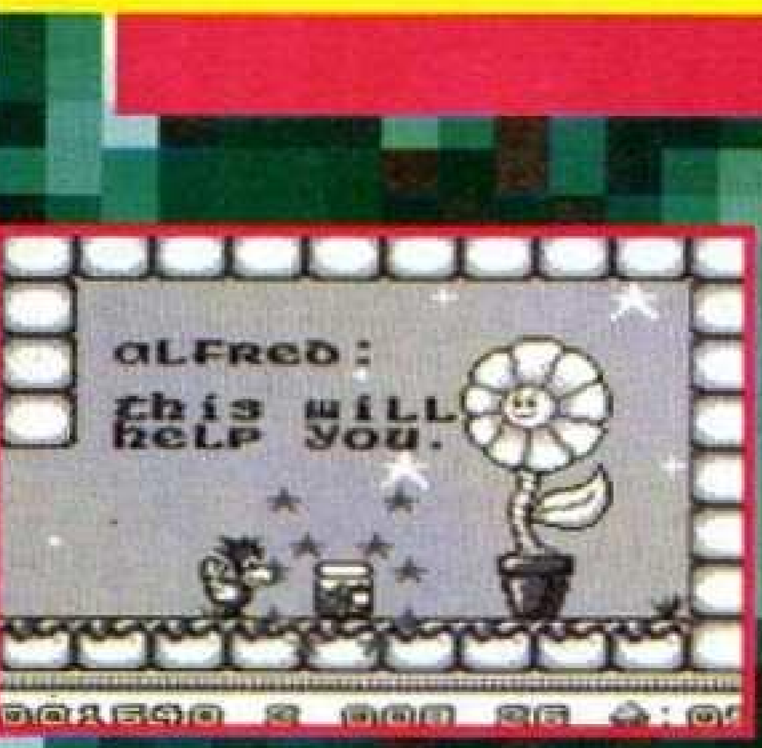
ALFRED CHICKEN™

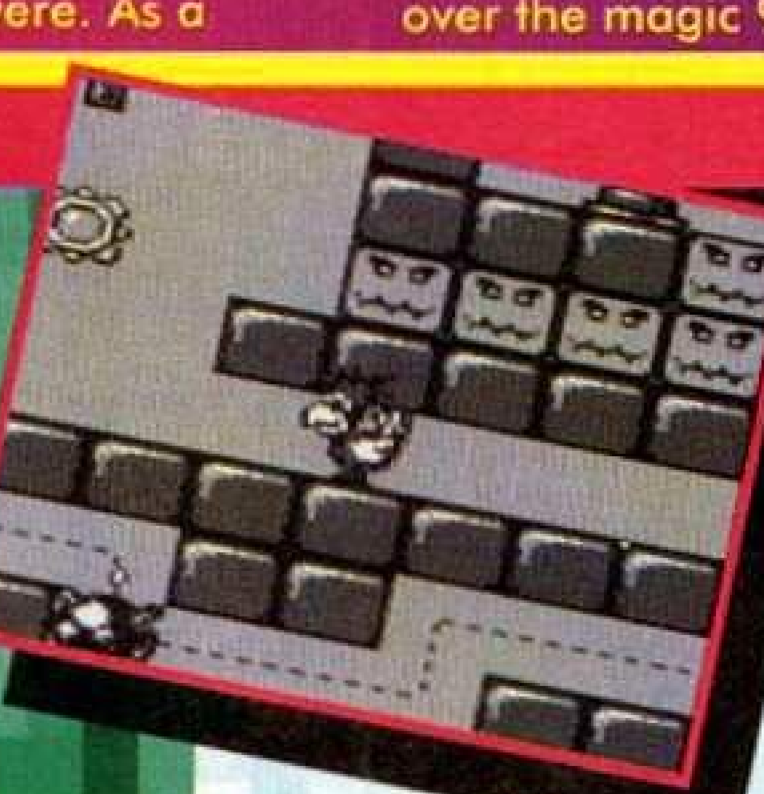
It's been quite a while since a game requiring as much thought and skill as Alfred Chicken arrived on the Game Boy. If you're having trouble with this absolutely rock-hard title, then settle down, relax with a nice hot cup of tea, a couple of boiled eggs and peruse the handy tips written especially for you by our very own Ted Automatic and Paul Davies. There's also an important adjustment to the review printed in issue six, so even if you haven't got the game yet, there's something on these pages for you.

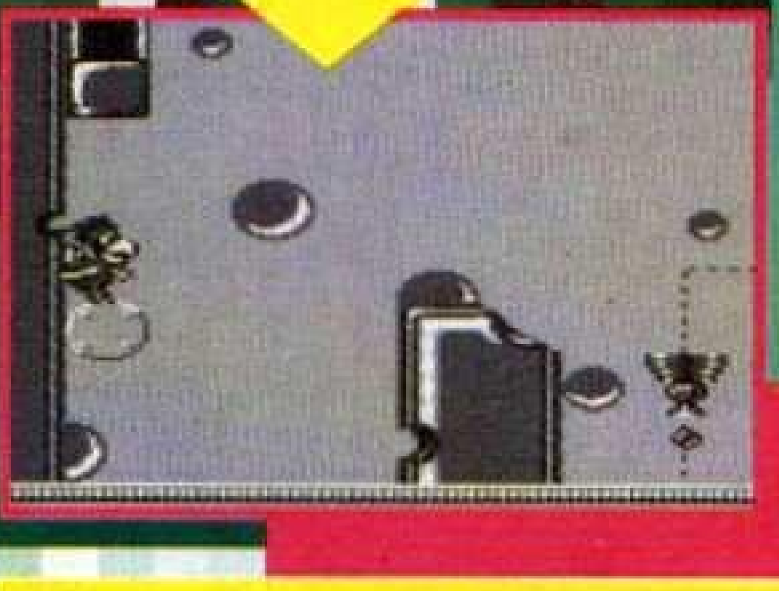
BEST CHICKEN GAME EVER!

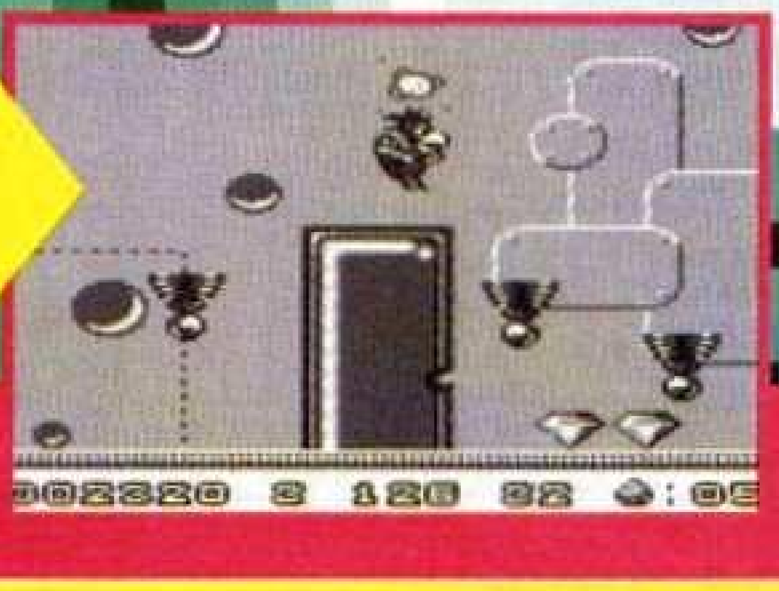
Whoops! Thanks to crossed wires between Mindscape and ourselves, the version of Alfred Chicken used for review in Issue Six wasn't quite finished. Basically, the time limit on our pre-production cart was almost infinite and the lives total was set at a huge 99, making it very likely indeed for anyone to finish it on their first go. It turns out that the game itself only gives you five lives, and that the time limit is much more severe. As a result, we think it only fair to re-mark the game. The graphics, sound and presentation marks remain unchanged. However, with the game being less long-winded and much harder to complete the PLAYABILITY now reads 91%, LASTABILITY is up to 92% and the OVERALL 91%. Importantly, this means the game wins the NMS Seal Of Quality, bestowed upon all games scoring over the magic 90. Well done Alfred!

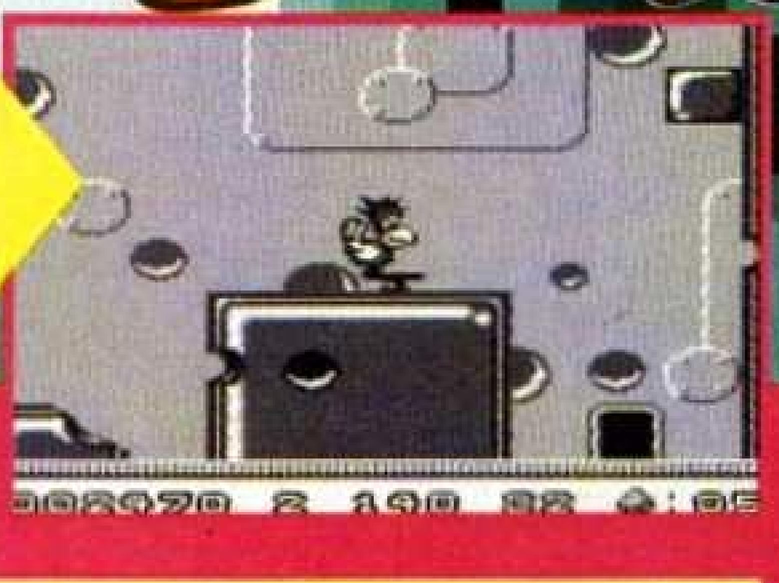


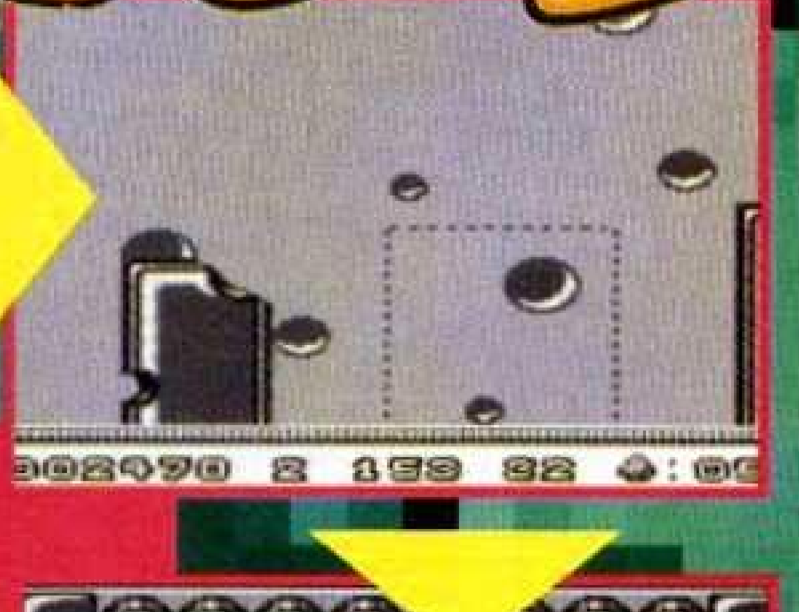










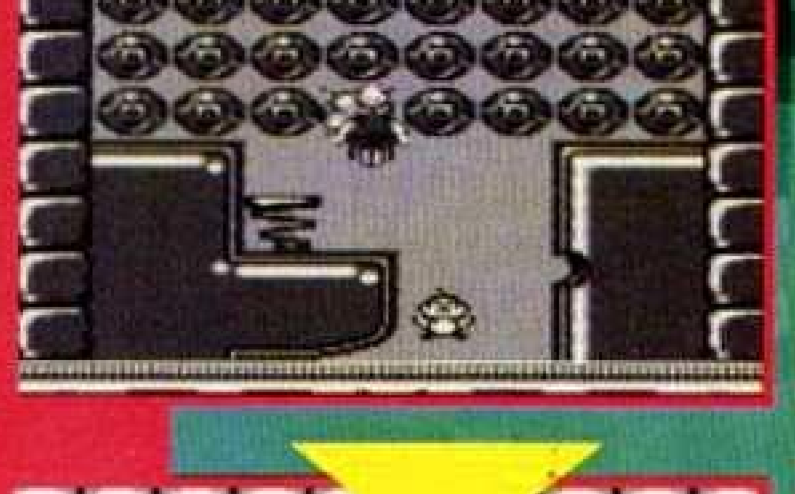


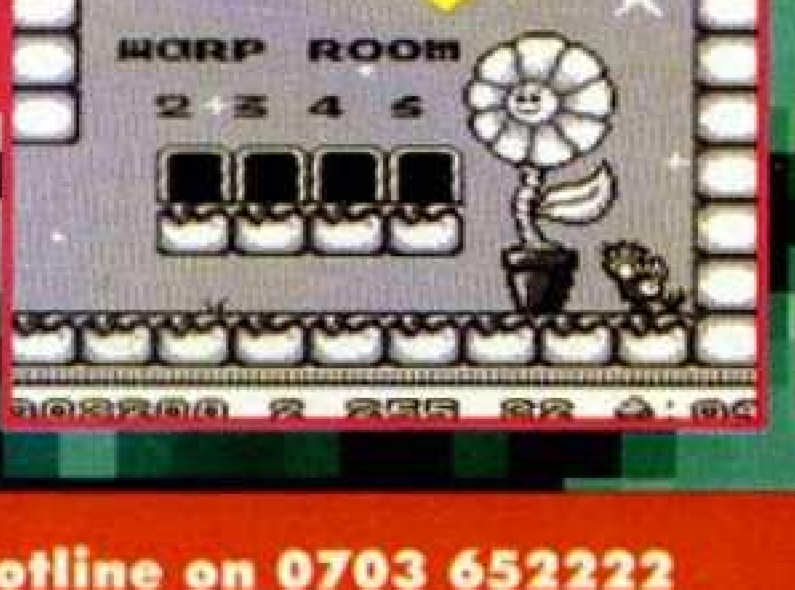
FOUL PLAY!

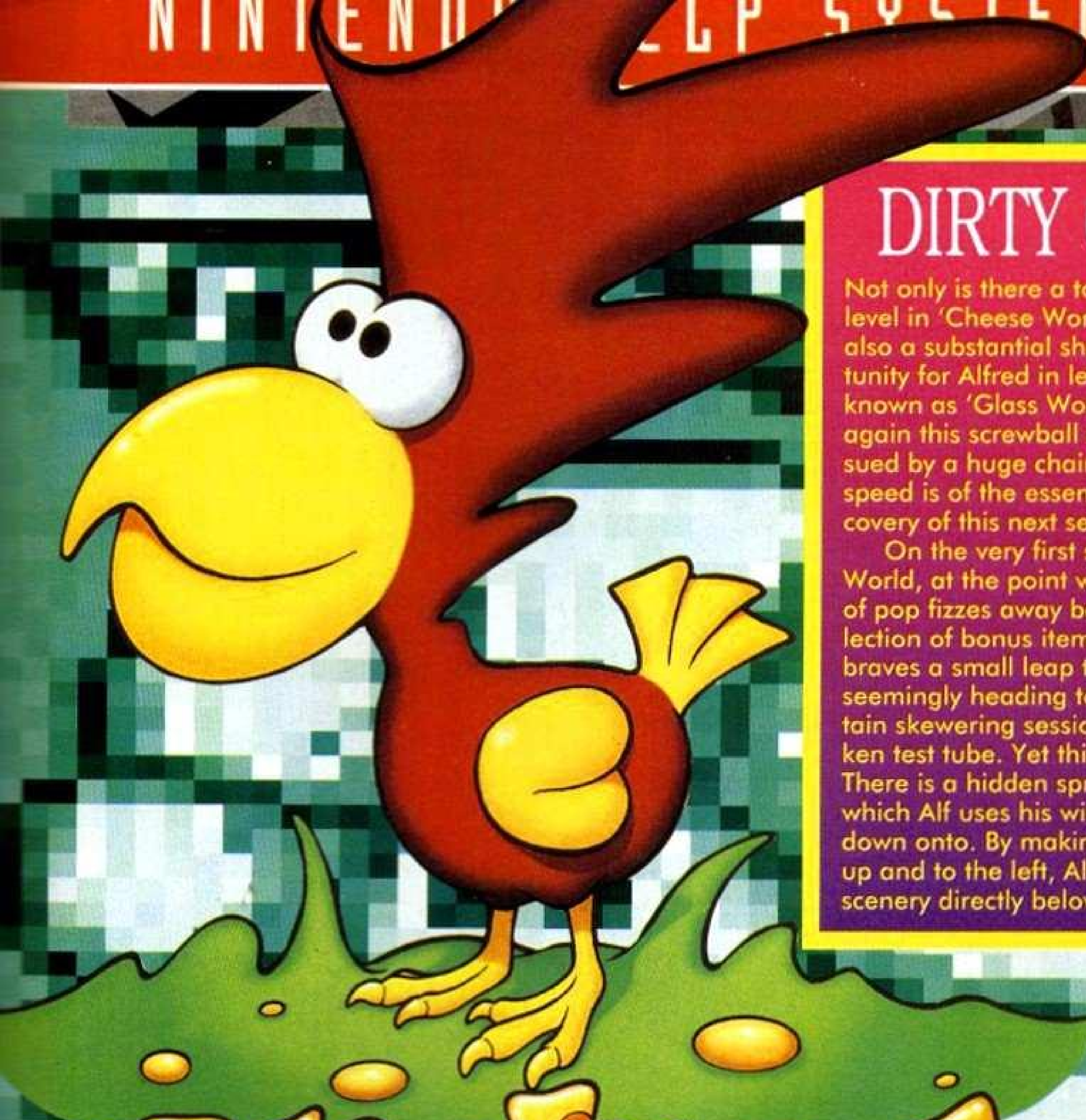
There's one really simple way of getting through Alfred Chicken's adventure - cheating. In the very first level there's a hidden warp zone, although it's very difficult to access unless you know the system. First of all, Alfred needs to visit Mr Peckles for the strawberry jam. Alfred then goes through the first door near the top right of the first act and immediately heads left, jumps on the spring and rockets right up toward the ceiling and hits a hidden block with a door above it.

Now Alfred struts to the top right of the level, stands on the edge of the last platform - the one with the clockwork mouse and balloon - and gobs out a seed. Another hidden block is then revealed. Alfred flutters onto this, and then jumps up and to the left, disappearing off the screen! By walking left across the top of the screen Alfred arrives safely at the suspended doorway. The warp zone is right this way!

Alfred now finds himself in a vertically-scrolling, springboard-laden level being chased by a monster chainsaw! The funky chickster is allowed one mistake and then it's filleted breast and flurry of feathers time! So, speed him up by taking two springboards at a time, being sure to have him collect the 1-up along the way. Upon reaching the summit Alfie boy finds his dishevelled self with Mr Peckles again, this time with four doors allowing him access to any level between two and five!







CHICKEN PLAYERS GUIDE

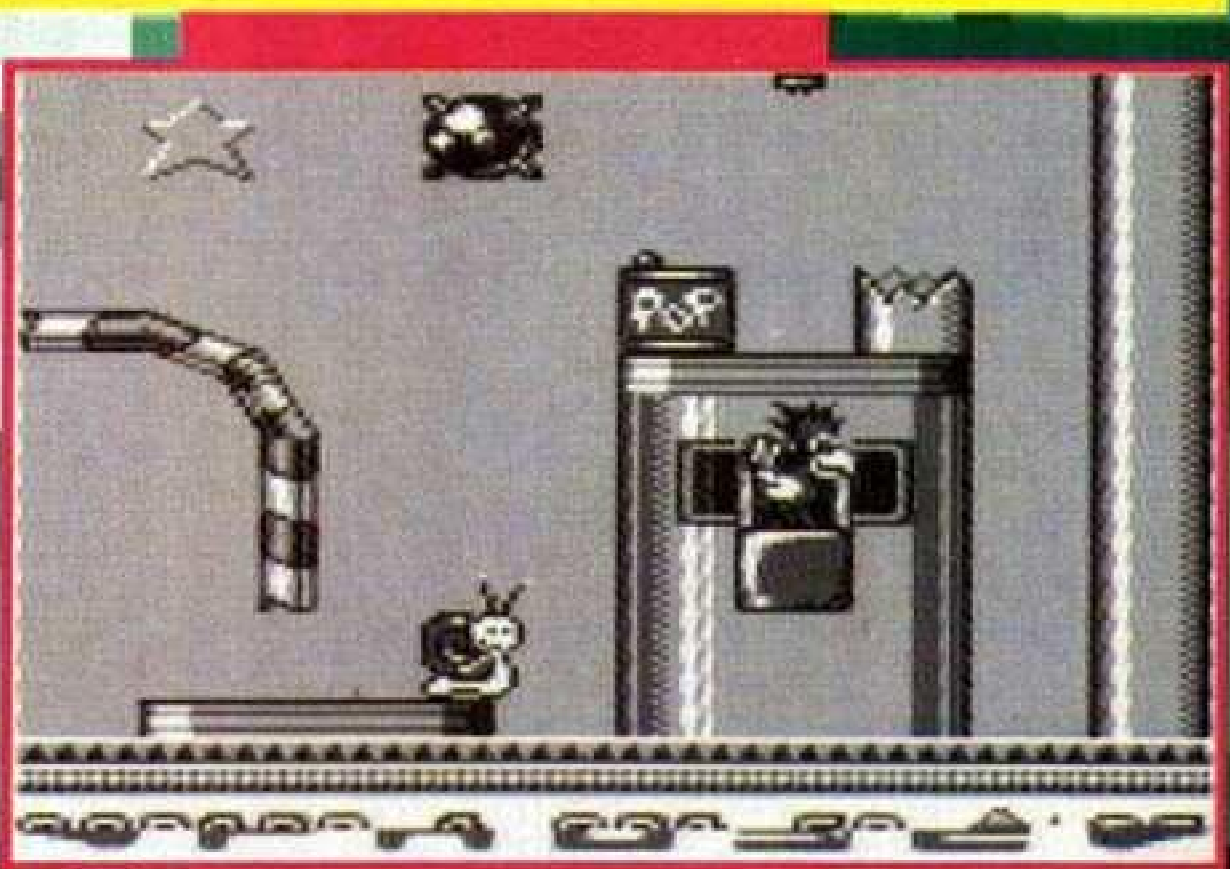
DIRTY CHICK PART TWO

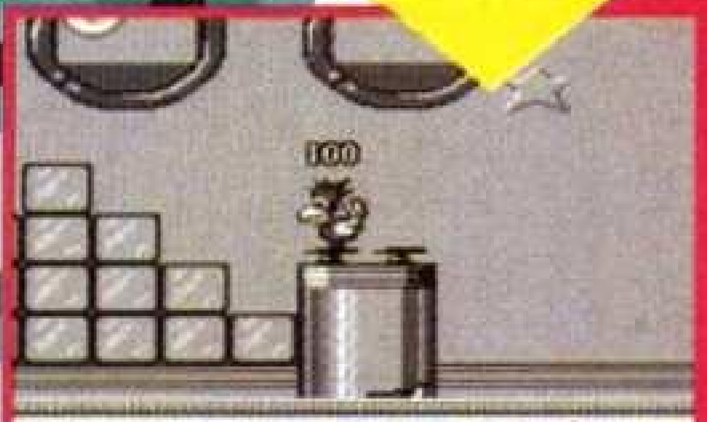
Not only is there a top secret warp level in 'Cheese World', there's also a substantial short-cut opportunity for Alfred in level four, also known as 'Glass World'. Once again this screwball chicken is pursued by a huge chainsaw and so speed is of the essence for the discovery of this next secret entrance.

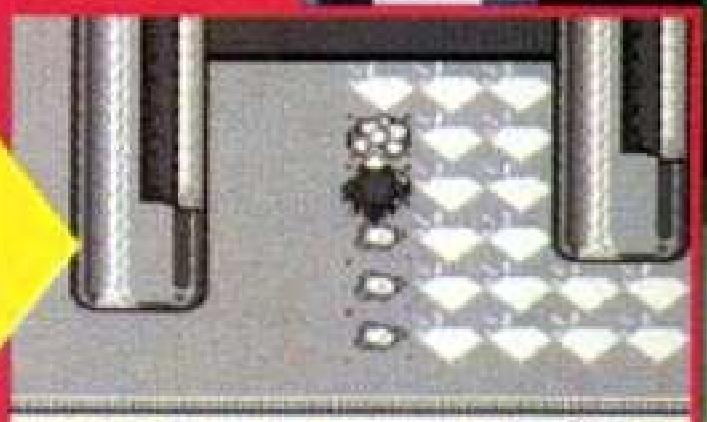
On the very first screen of Glass World, at the point where the can of pop fizzes away beneath the collection of bonus items Alfred braves a small leap to the right, seemingly heading towards a certain skewering session on the broken test tube. Yet this is not so! There is a hidden springboard here which Alf uses his wings to float down onto. By making a small leap up and to the left, Alfie enters the scenery directly below the can of pop and, having jumped on the spot, reveals a block and secret entrance.

Here the lucky clucker is greeted by a room full of glass blocks. By shattering these with his beak, ignoring the balloons, this flea-ridden chicken discovers the route to the second set of warp stages! By walking into the tube at its base, Alfred drops down and enters the open space beneath the floor. By jumping on the spot he reveals another secret door. This, our foul fellow's friends, is the door to Mr Peckles' warp room to levels six, seven, eight and nine.

It doesn't take a genius to realise that, by combining these two warp cheats, Alfred effectively takes a short cut through over half the game. What a clever bocker, eh?

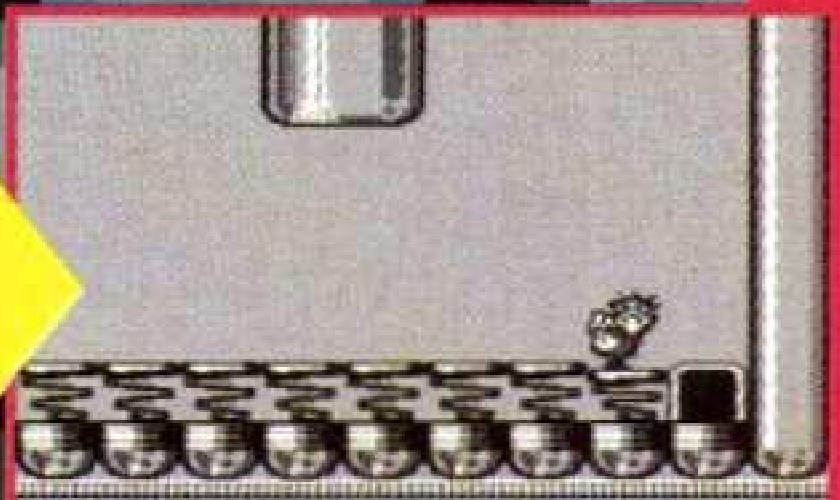


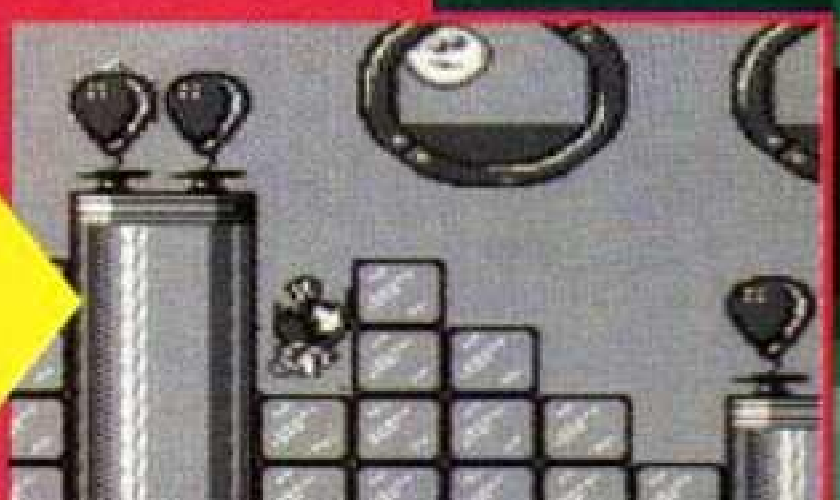


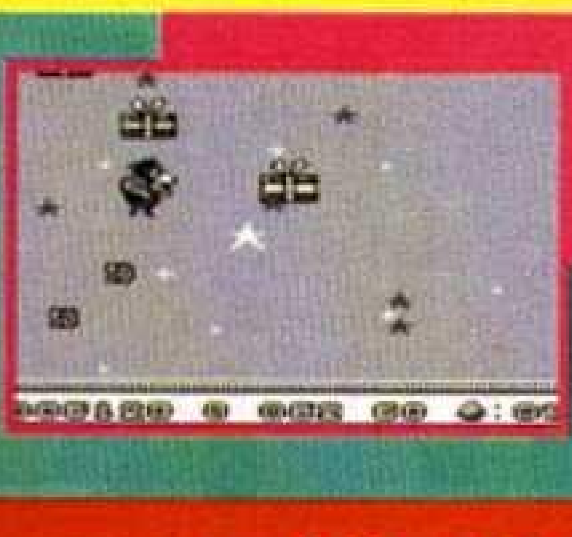


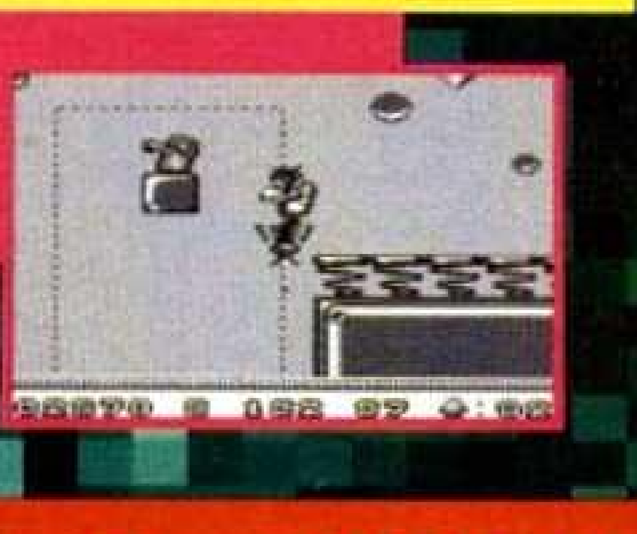
BATTERY HEN

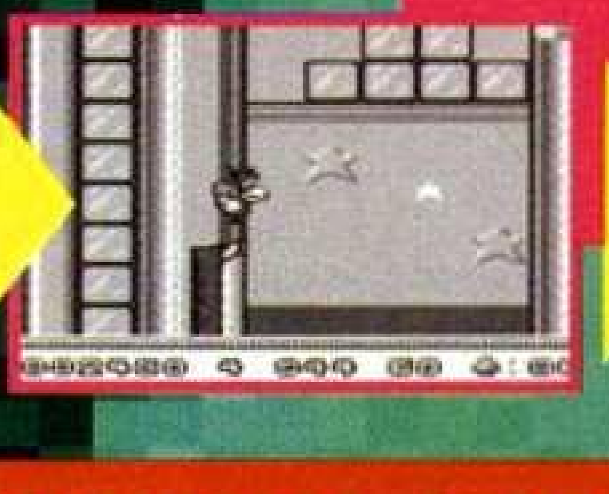
It's a piece of the proverbial to clock up a much-needed extra four lives on the first level. First of all, Mr Peckles' watering can is lying in a very conspicuous position. The second life is awarded simply by picking up all the diamonds on the level. Also, once you know your way around the first zone it's easy to clock up a really respectable time, leaving you with a time bonus big enough to earn you another 1-UP. The fourth life comes simply by collecting all the presents in the bonus round. Stay as close to the top of the screen as possible here so you have more time to position yourself and chase any gifts that get away.

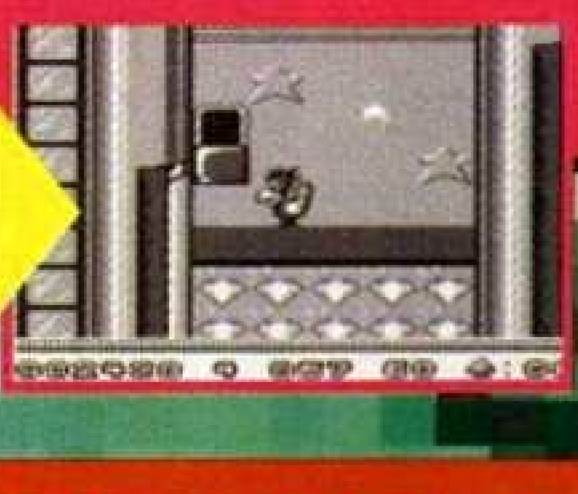


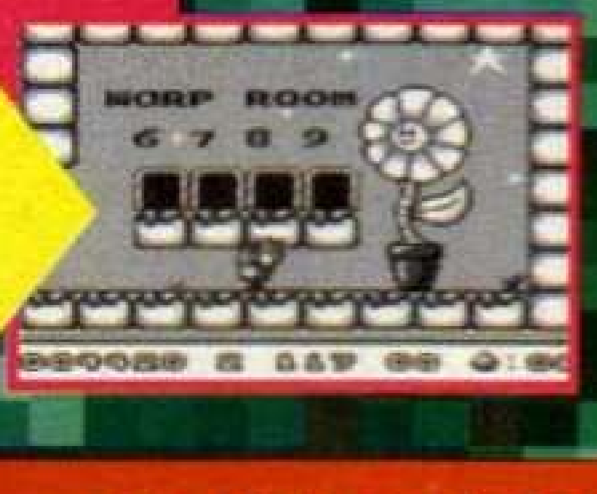












MR PECKLES! WHERE THE COCKLE-DOODLE-DO ARE YOU?

Finding the whereabouts of Mr Peckles on each level isn't strictly necessary, but a great help nevertheless. The wise old sunflower rewarding Alf's visits with a pot of extra-bitty strawberry jam - provided for the spitting of seeds. Ugh!

WOOD IF HE COULD

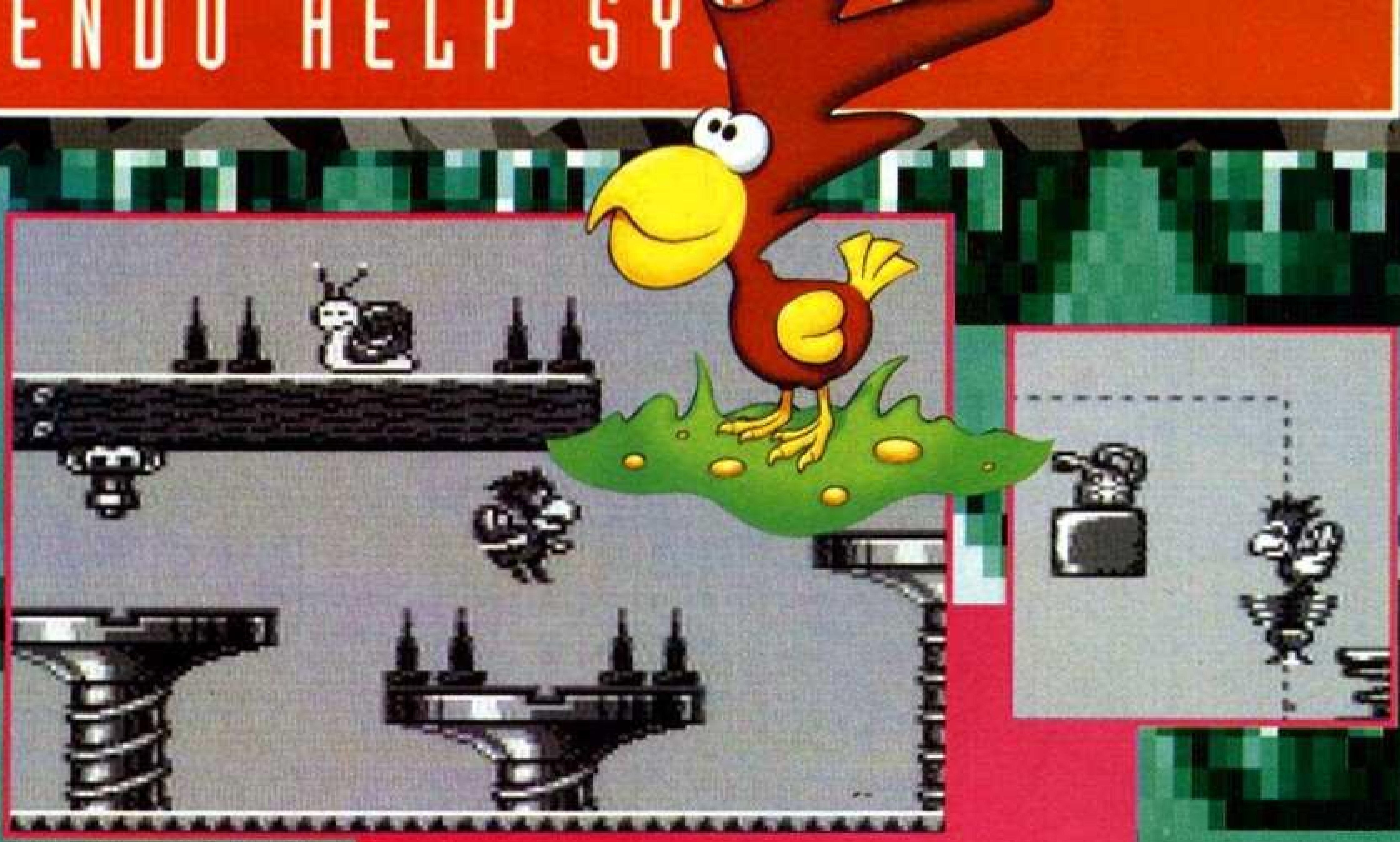
When you reach the first part of the Wood level, walk right. After a couple of paces you should chance across a platform with three screws embedded in it. On the largest screw is a door. Go through this. Now jump up onto the highest wooden block facing you and jump out onto the spikes, taking care to land directly beneath the second skull block. Now walk right until you drop down into the scenery. Walk left and you should see the door to Mr Peckles' secret room!

MAKE OR BREAK

To say Mr Peckles is there for Alfie's aid, he does a damn fine job of hiding himself away! The route to his door in level four is far from obvious. After defeating the ladybird at the start of the level, instead of ignoring the rotting carcass, have Alfred peck the shell onto the spikes at the bottom left of the screen then use it as a platform over this pointedly distressing expanse.

BOOKING FORM

Alfred bags the pressy for invincibility in this world, then chances the bed of spikes, that forms the floor in the pressing room, and discovers the door to Mr Peckles shed. And that's as far as we're going - for this issue, at least! You've got the general idea - Mr Peckles is an elusive kind of plant in no uncertain terms!



'BOCKS' CLEVER

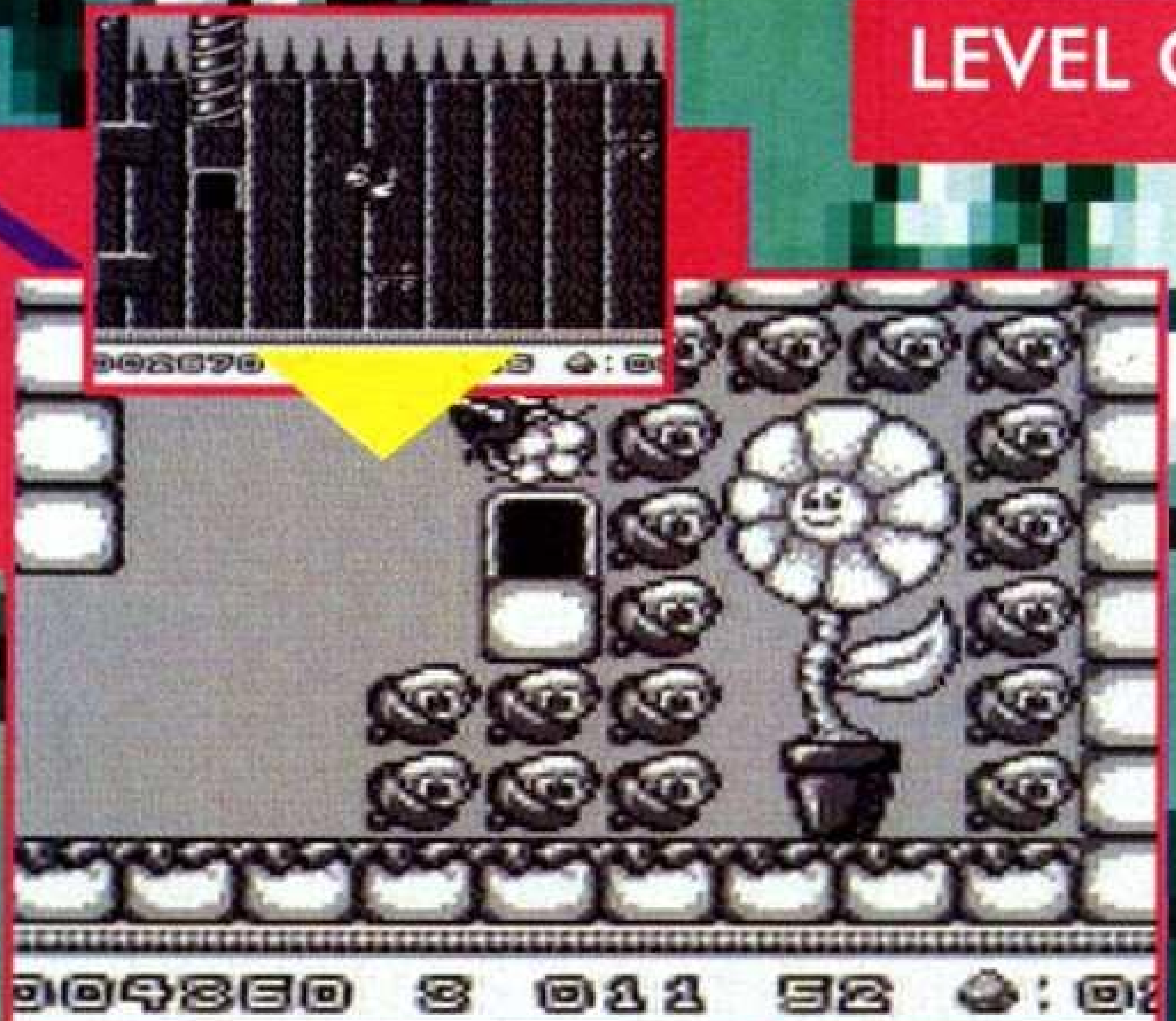
To cockclude this feathered tail, here are a couple of pointers for Alfred's pecker that allow him a free range everywhere:

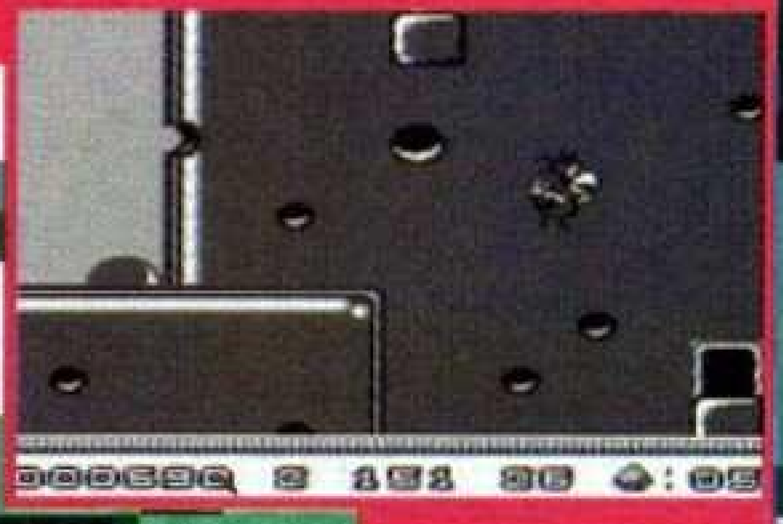
They Float!: Chickens aren't renowned for their poise. Alfred is to grace what a chimpanzee is to ballet! In spite of this, Alfred still manages to float gently down from most ledges using his wings. This gives him time for grabbing any bonuses and more time to judge the safest place to land. Later on in the game this tactic is especially useful for traversing large gaps and dangerous obstacles.Cheers, ears!: A useful skill for Alfred is using his enemies as spring boards. This technique is excellent for obtaining hard to grasp bonus items and general speeding progress up the vertically-scrolling screens.

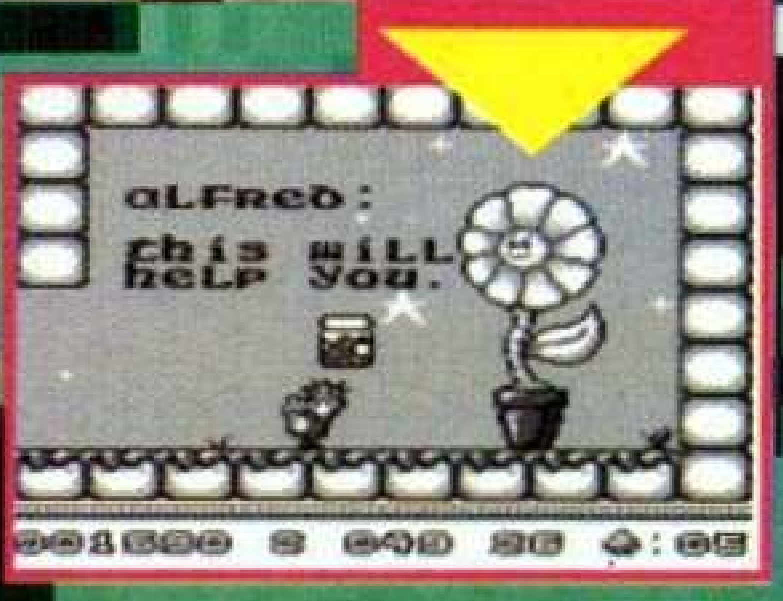
Special secret tip on the inside:

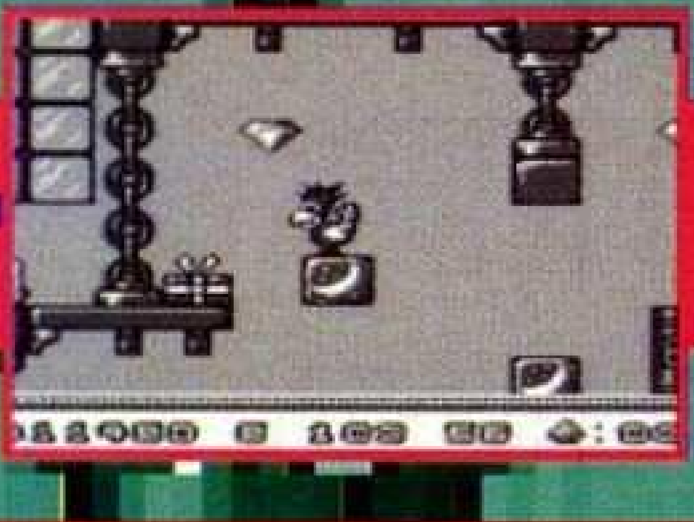
Mr Peckles' watering cans may seem like dispensable items, why trouble yourself searching for these elusive items when it's quicker to have Alfred get to the end of the level. Besides Mr Peckles providing Alfred with an extra life at the close of each level, a complete collection of these garden accessories is the only key to the full, and spectacular, Alfred Chicken end sequence. So get cracking!

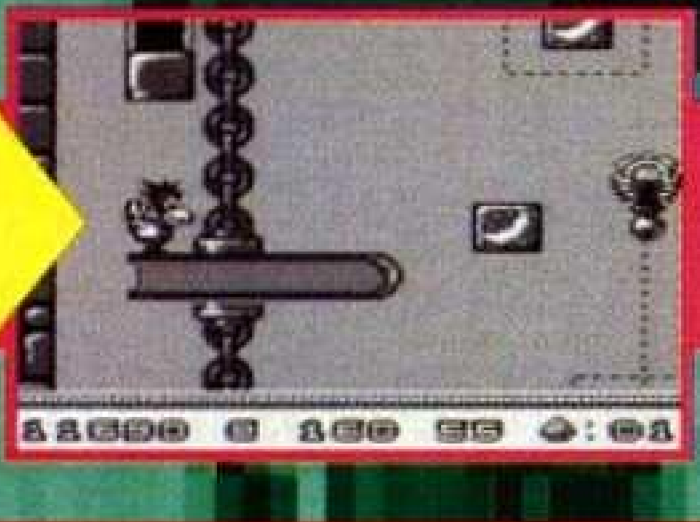
LEVEL ONE SEQUENCE

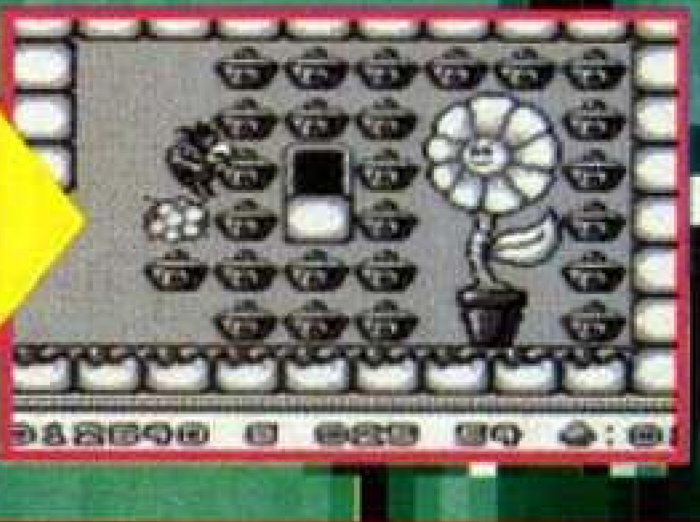












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REVIEW

SUPER NES

1 PLAYER

8 MEG

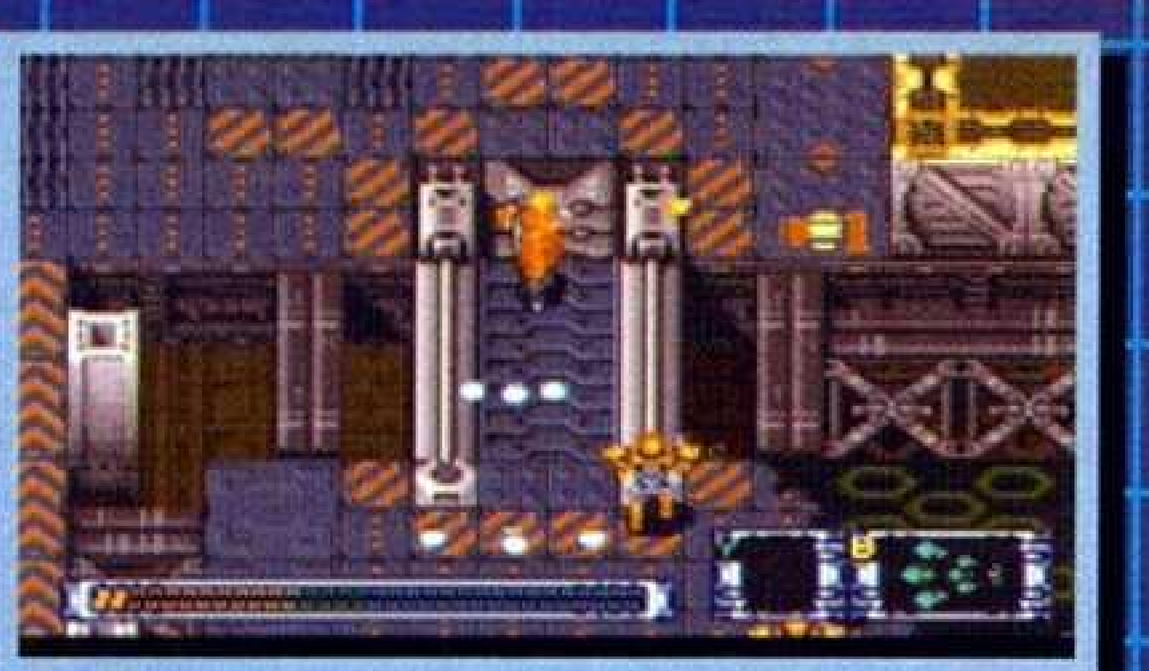
SHT GAME

OPERATION
LOGIC BOMB
PUSH START BUTTON
TM AND © 1992 JALECO
LICENSED BY NINTENDO

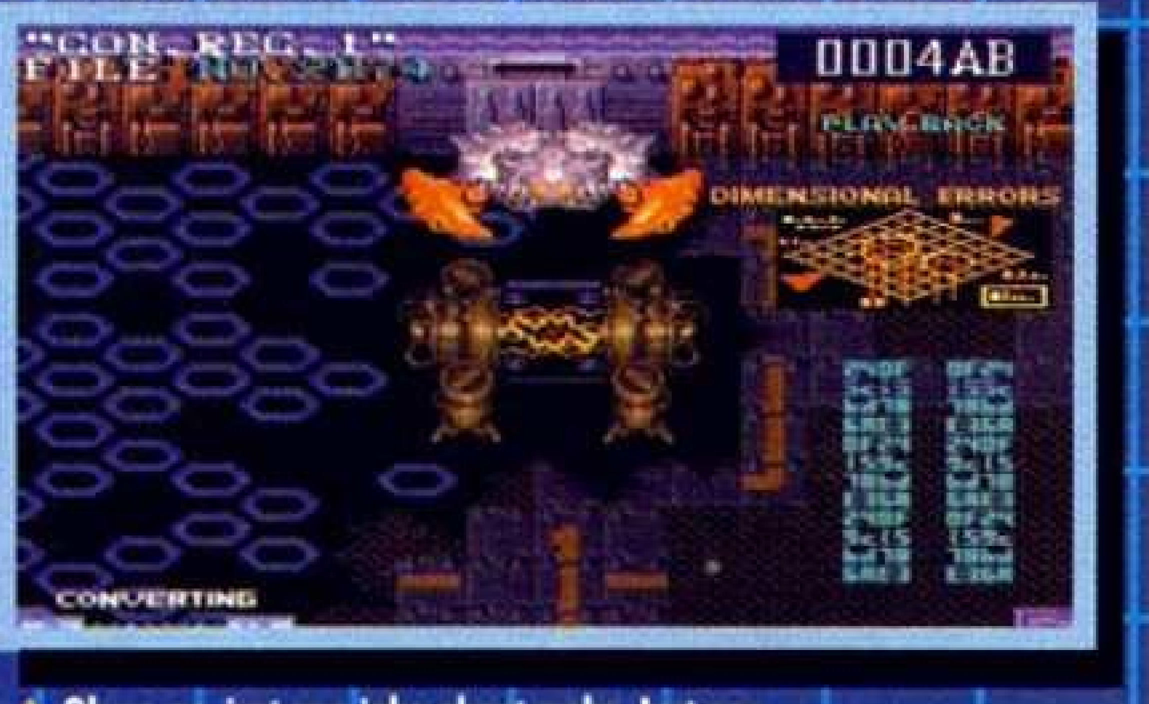
PRICE:TBA
BY:JALECO

If you tear the fabric of space and time, it can be a devil to fix. Imagine it's like the seam on the bum of a very tight pair of interstellar breeks. Try as you might, you'll never find thread to match, and basically the cosmos is ruined and should be thrown in the bin. Such is the predicament facing mankind, as a ravenous group of aliens rip through the Earth's very fabric in an attempt to colonise it with their own cybernetic spawn. By using their transformer units, they are converting our matter into anti-matter, which is a pretty serious matter.

Luckily, one person has the reputation of being the Interstellar Haberdasher - you. Your task is to reclaim the converted areas, free the scientists who have been enslaved and destroy the mutant seafood who dreamed up the whole idea!



▲ Firing Marshmallows at the enemy, player one marches on.

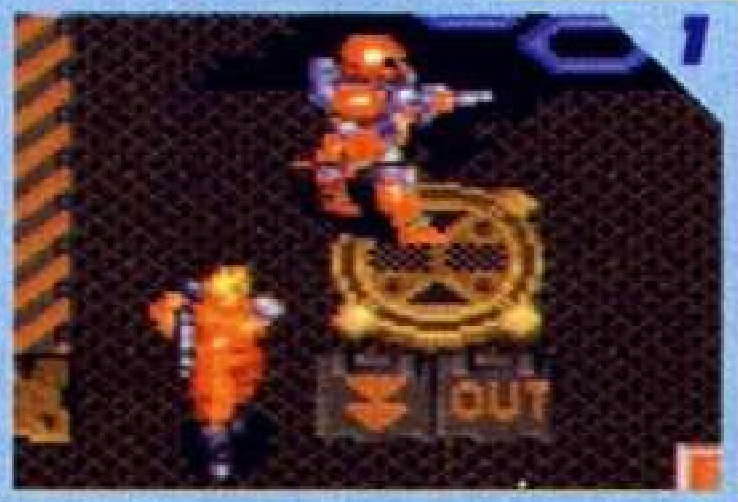


▲ Oh go on, just one joke about crabs. Just one.

OPERA
LOGIC

RELEASE
TBA
CONTROL
JOYPAD
GAME DIFFICULTY
EASY
CONTINUES
3
SKILL LEVELS
1
RESPONSIVENESS
GOOD
1ST DAY SCORE
SECOND BOSS
ORIGIN
Operation Logic Bomb is a completely original, non tied-in game, but one which uses play styles vaguely similar to Alien Syndrome.

RESISTANCE IS USELESS!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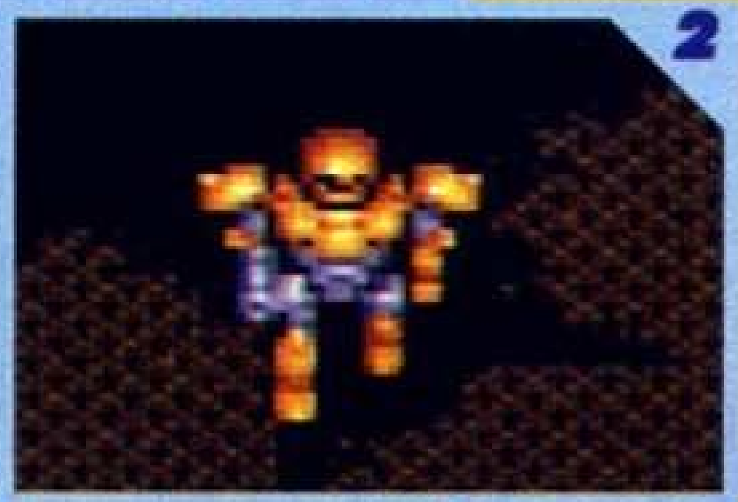
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The aliens have sent a number of their robotic monsters through the inter-dimensional gap. These are the sort of unfriendly visitors you should look for:

1 RED ROBOT

He fires slowly, but is quite mobile and resistant to your attack. Red attacks with slow firing, three-way missiles.

2 YELLOW ROBOT

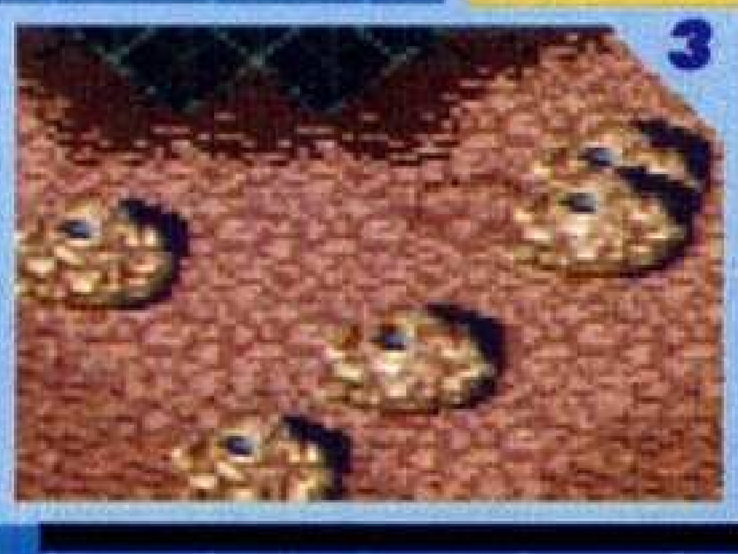
A real pain, yellow moves quickly and fires fast. Your saving grace is his weak armour. Also, He cannot fire diagonally.

3 SQUIDGE

This nasty brain-like squidge takes a lot of damage and slides after you relentlessly. Yeeugh!

4 GLOBE

Airborne raiders. Okay if kept at a distance, but devastating if they reach close-range.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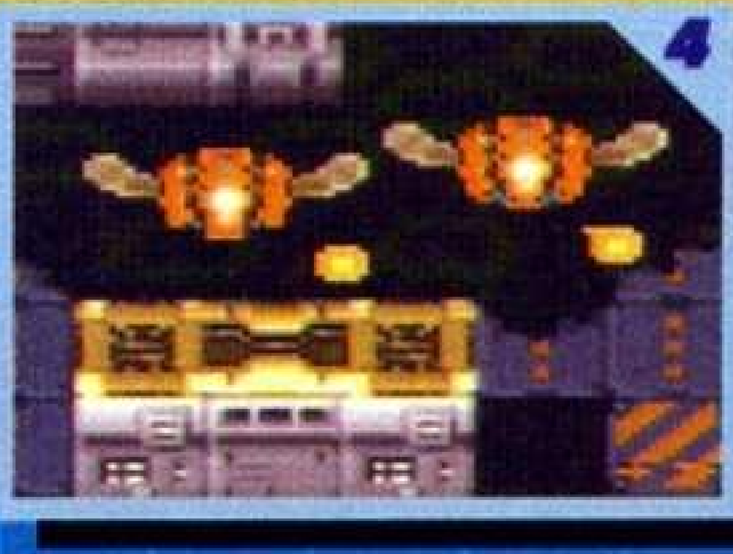
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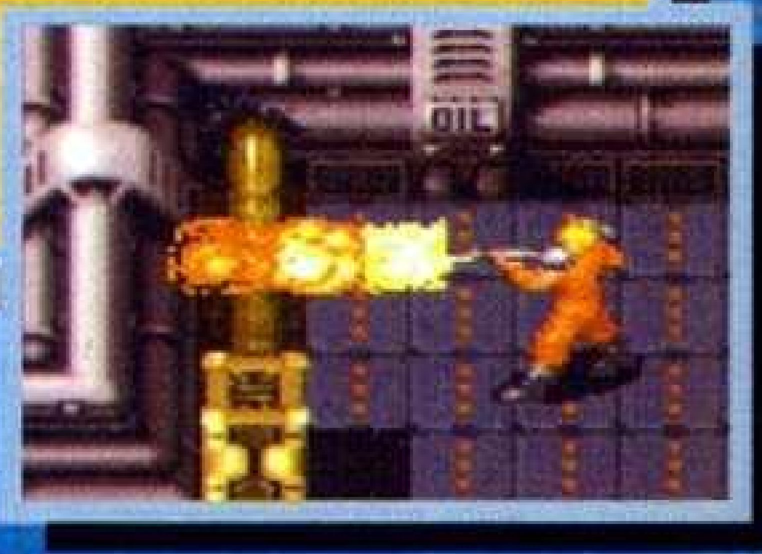
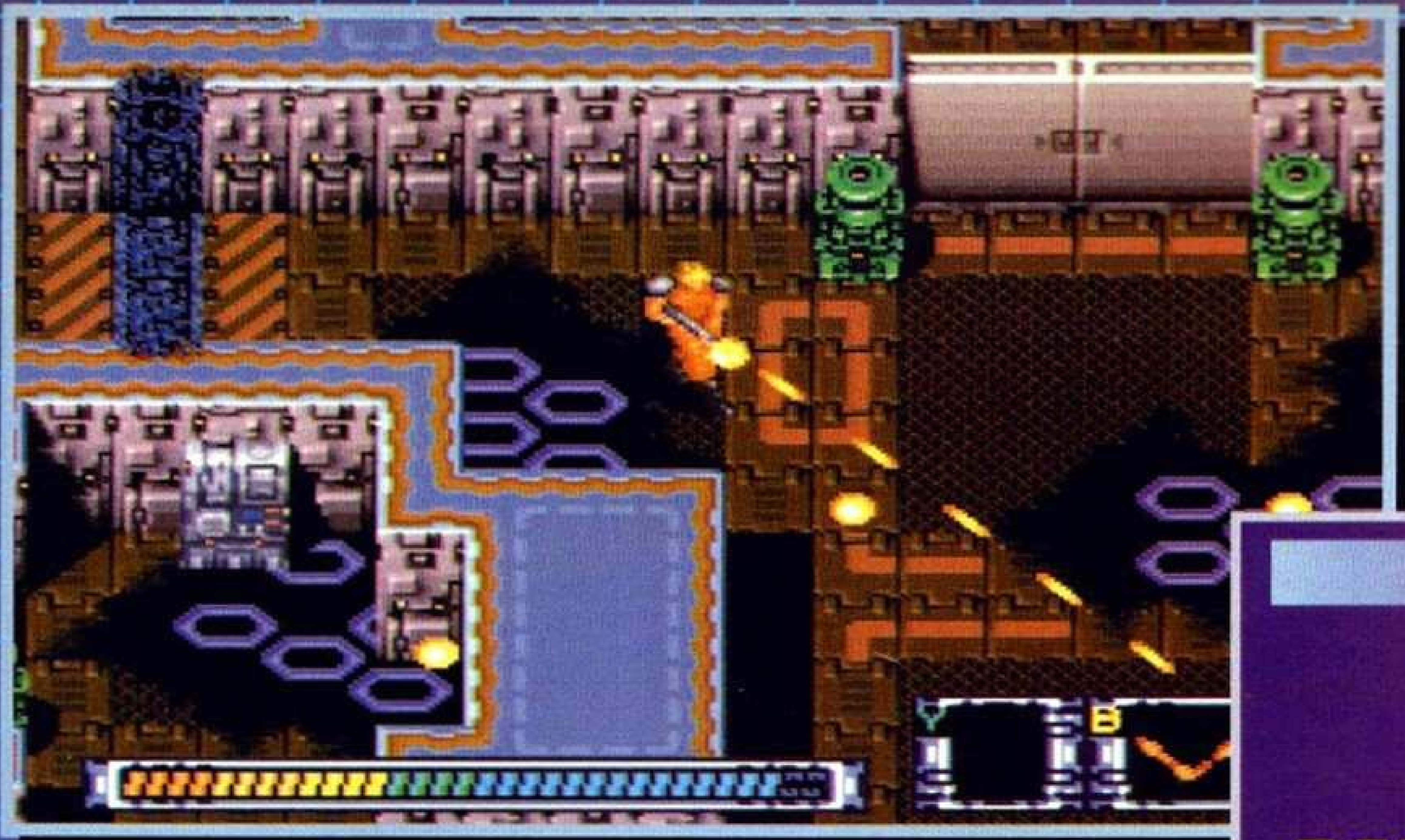




▲ Ignoring the green pedal bin, our hero follows a trail of bananas. Or something.

COMMENT

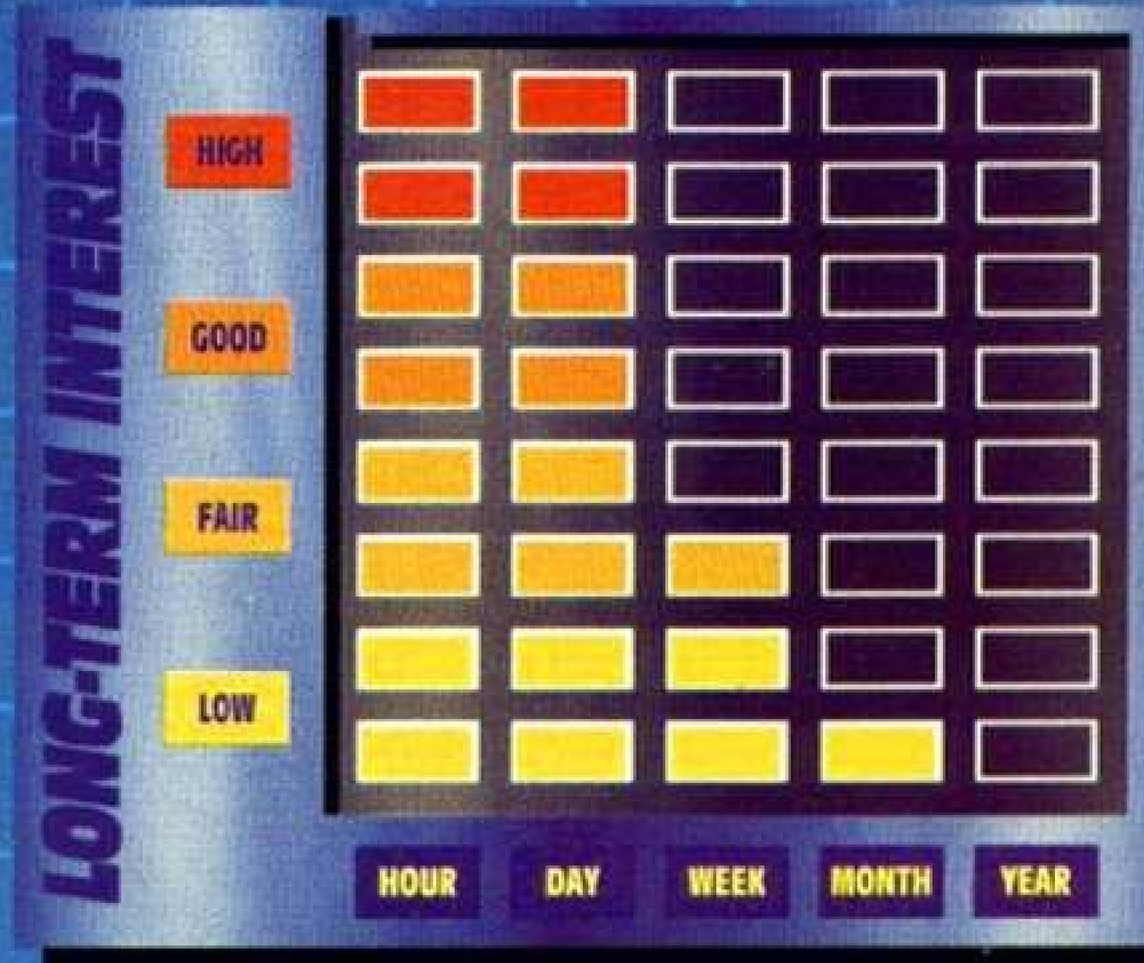
PAUL

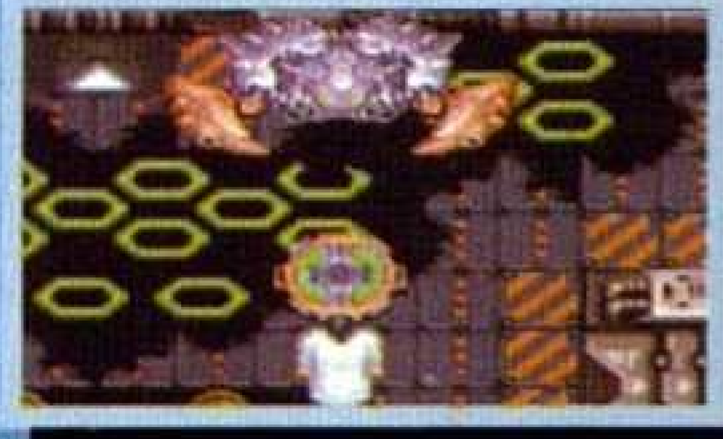
There's no denying that this game has atmosphere! The detailed graphics and funky sounds are brilliant, especially with all the little bits of 'film' that happen during the game. The multiple weapons power-ups and the small story sequences that accompany their acquisition. Downloading the map from the terminals is a good idea, which means the game involves searching as well as just shooting. However, just as the game becomes so amazingly engrossing it all comes to an abrupt end! What's more, it's a bit of a shoddy end sequence too! Though there are eight levels, they are all quite short - no matter how superb it all looks. With a longer mission, the hero of Logic Bomb may well have starred in a classic, however it grieves me to report that it's a bit of a waste. Here's hoping that there's a 'Logic Bomb II' in the pipeline to do this concept justice!

TION
BOMB

TERMINAL MAN

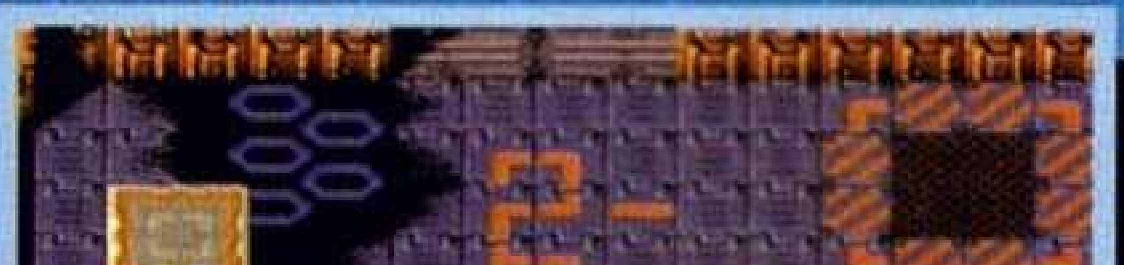
When you arrive at the complex, your briefing has been less than adequate. Basically, you haven't the foggiest what's going on. The complex's terminals help you by replaying previous events captured on camera, showing the way the aliens arrived, and what they've done to the scientists. Terminals have a pair of shield doors that separate when approached, but only those that are lit are ready for use.





MOLECULAR DISINTEGRATION

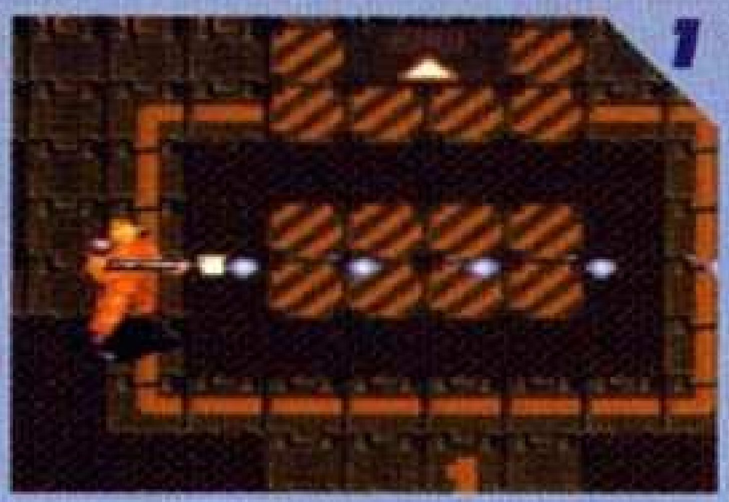
In the future the 'door' has become a completely passé concept. People get from room to room by using transporter pads, and in this complex so must you. Transporters are marked as circular pads, with glowing arrows on either side. However, getting used to the sequence of pads takes time, because the pads are not 'paired' to allow skipping back and forward. They take you on a circular path.

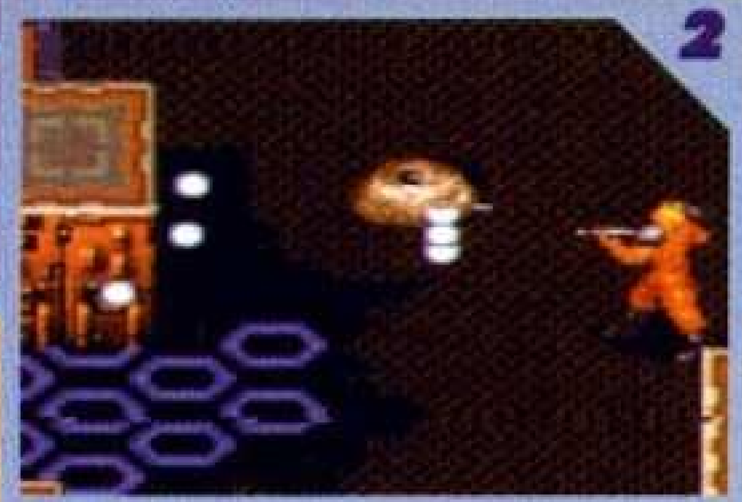


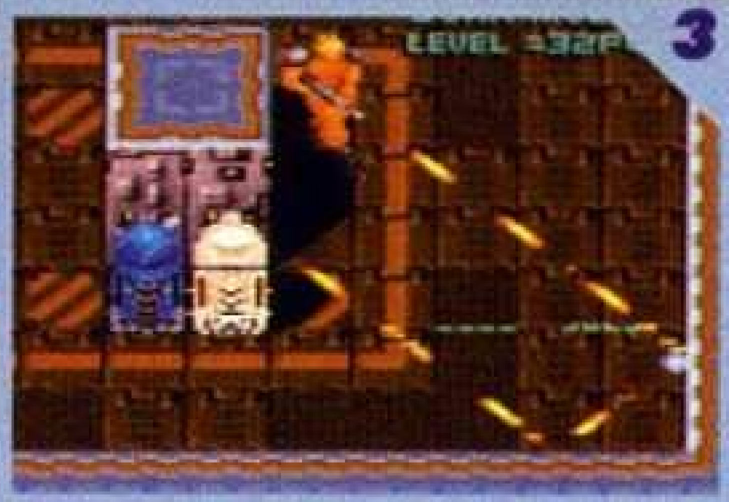
▲ A man entering a teleporting device yesterday.

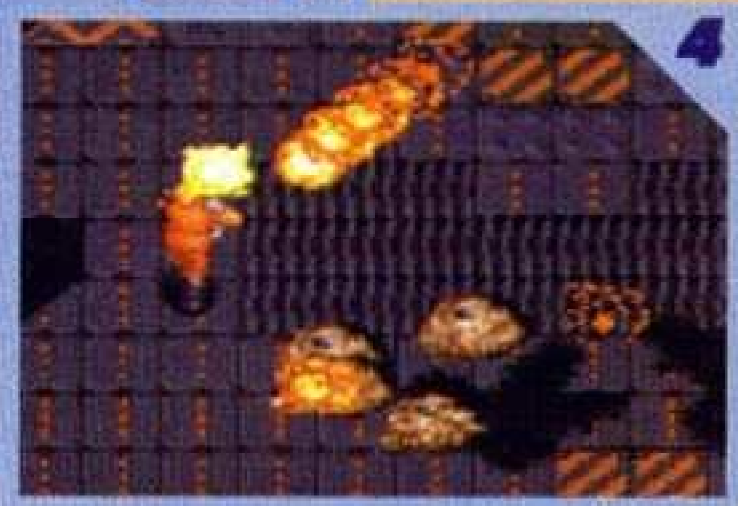
MAPPY

Some terminals download a map of that level to your pocket computer. Until you find the relevant terminal, you have no facility to locate yourself. Maps show terminals, walls and transporter points









TACTICAL FIRE

The two weapons you begin with have limitations. Luckily, other weapons make themselves available as you progress, and some of these are necessary to get past certain puzzling areas. Your full complement of weapons is as follows:

1 RAPID FIRE

One of your original weapons. A fast-firing stream of bullets.

2 SPREAD GUN

The other original firearm. Less intense than Rapid Fire, but throws three bands of fire at different angles.

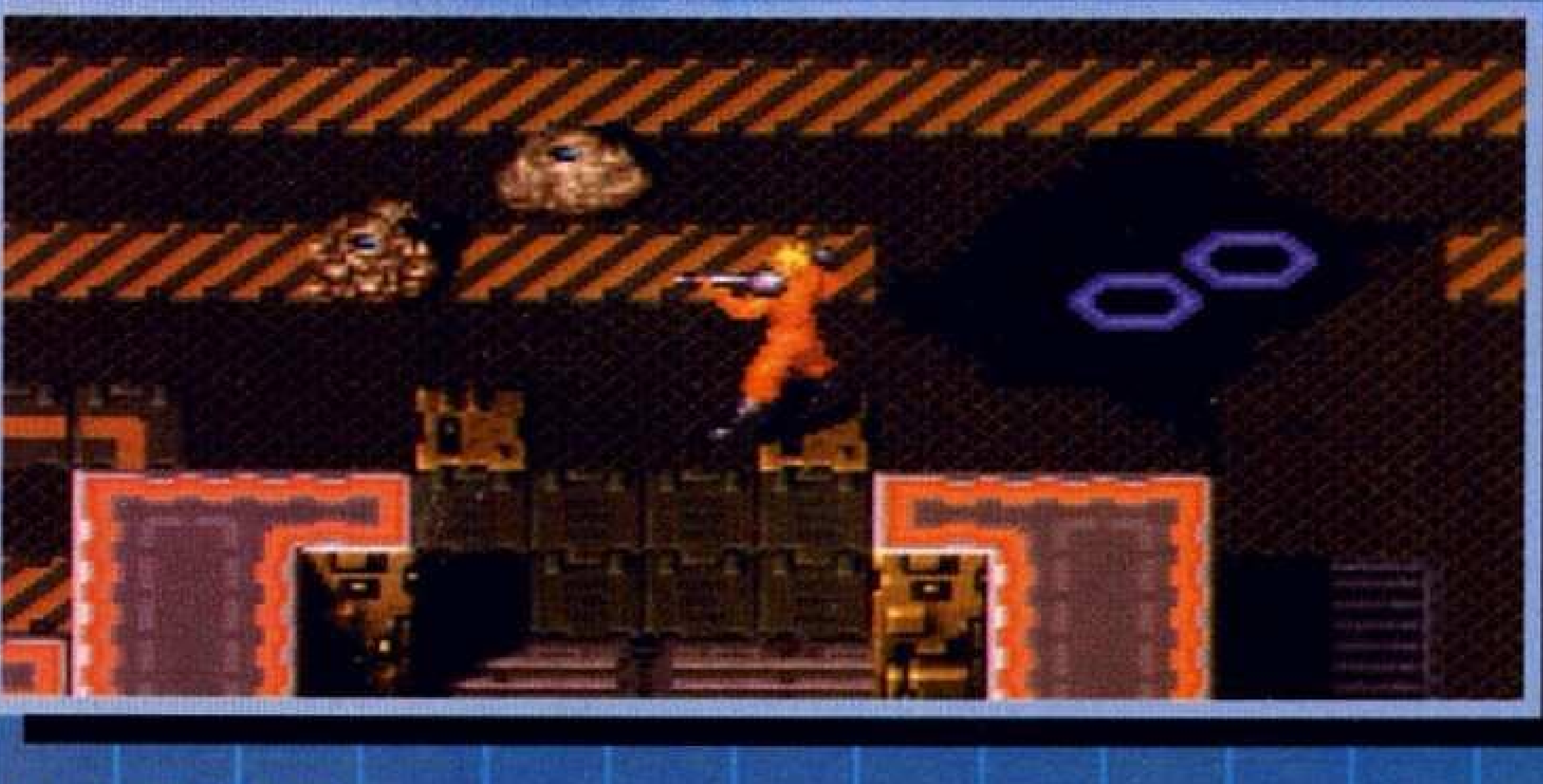
3 REFLECTING SHOT

These bullets are less powerful than others, but bounce off walls to allow round-corner shooting.

4 FLAME-THROWER

A short-range weapon of incredible intensity. The flame thrower proves itself to be the most versatile weapon in your armoury.

▼ Mind the evil-looking and decidedly lumpy baked potatos from the planet Kingedward, Marlon.

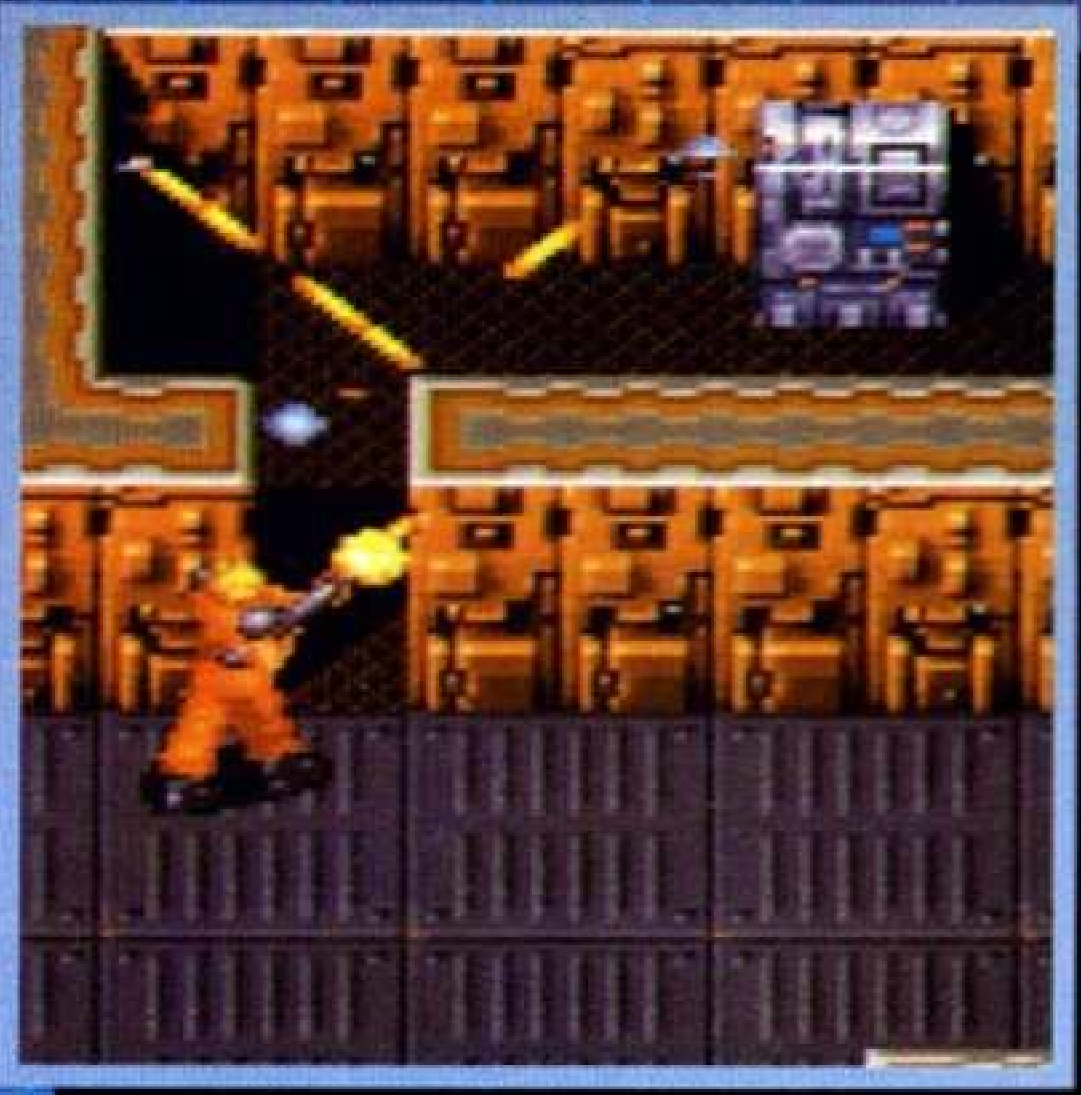


COMMENT

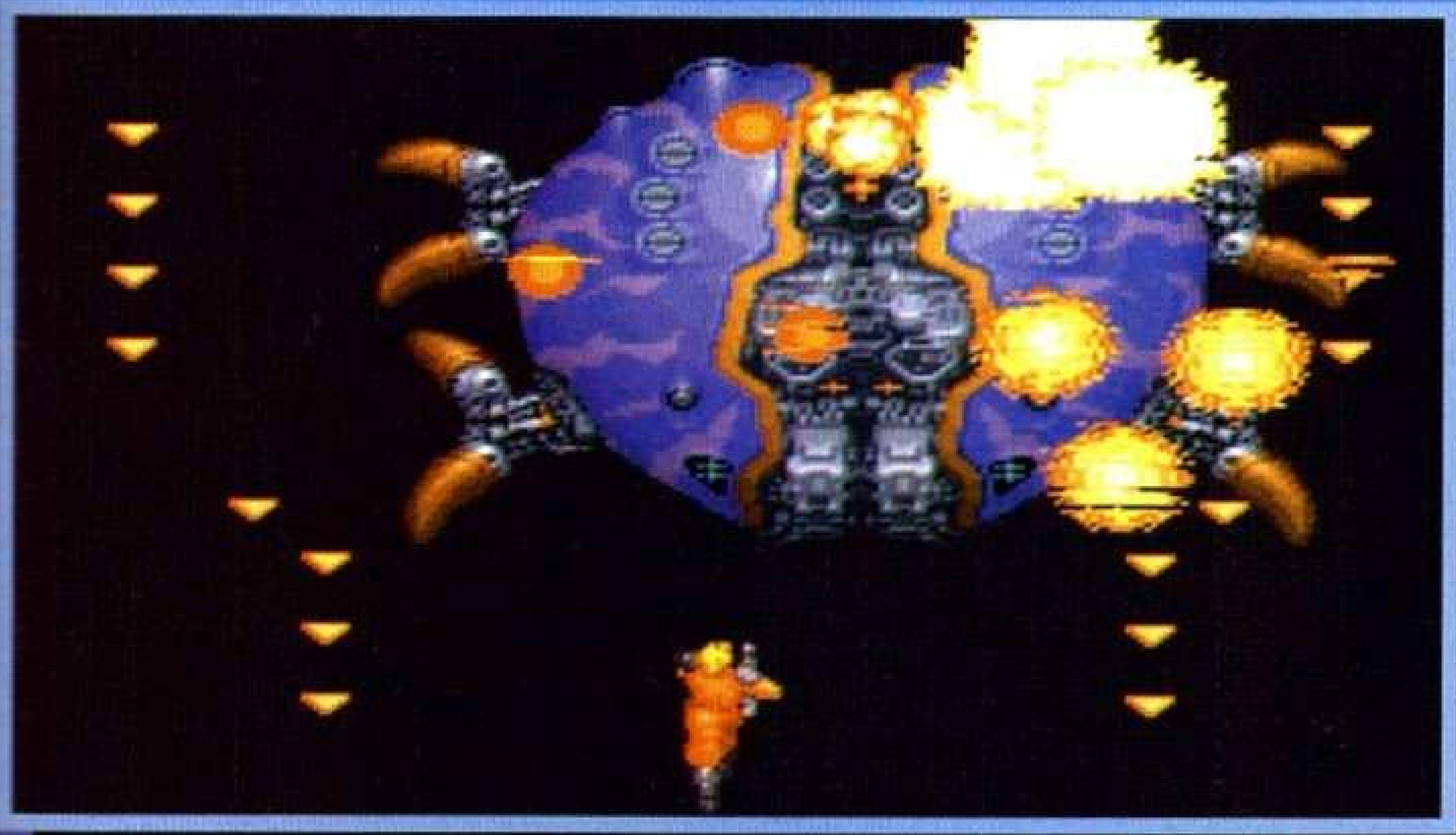
There are so many great things about this game it's a pity there isn't more to it. Graphically and sonically it is superb, with some neat backgrounds and fabulous sprites. Your weapons are also well-designed and look great. In the background some eerie futuristic music plays, and spot effects are excellent. So, no faults on the presentation front. I've only got praise for the atmospherics as well: the story sequences are neatly done, as are moments like the crab scaling towards you. The game itself is massively enjoyable, with well-designed enemies and some cleverly planned levels that demand lots of different tactics. The only snag is there's not enough of them. And it's a major snag. I find it a bit puzzling why this is the case. Since the graphics are made up of composite units, it wouldn't have been too hard to compress the data and make loads of levels for a really amazing game. As it is there are only eight, and three continues allows you to conquer them all within a couple of days - tops. As there's no scoring system, there's not much compulsion to return to the game. What a huge pity that a potentially huge game has been marred in this way.

BLOCK PUZZLE

Operation Logic Bomb is an action-fest, but it does require a bit of thought. At some points you seem to have reached a dead end, and finding the way forward requires a bit of thought. Using the flame-thrower, bombs and clones are just three occasions of this.



▲ Barging in, Eric was upset to find he had shot a filing cabinet.



▲ Aaaeeeiiiiii! That Pomegranite has sprouted legs. Die you fiddly-to-eat fruit, you!

CRABS!

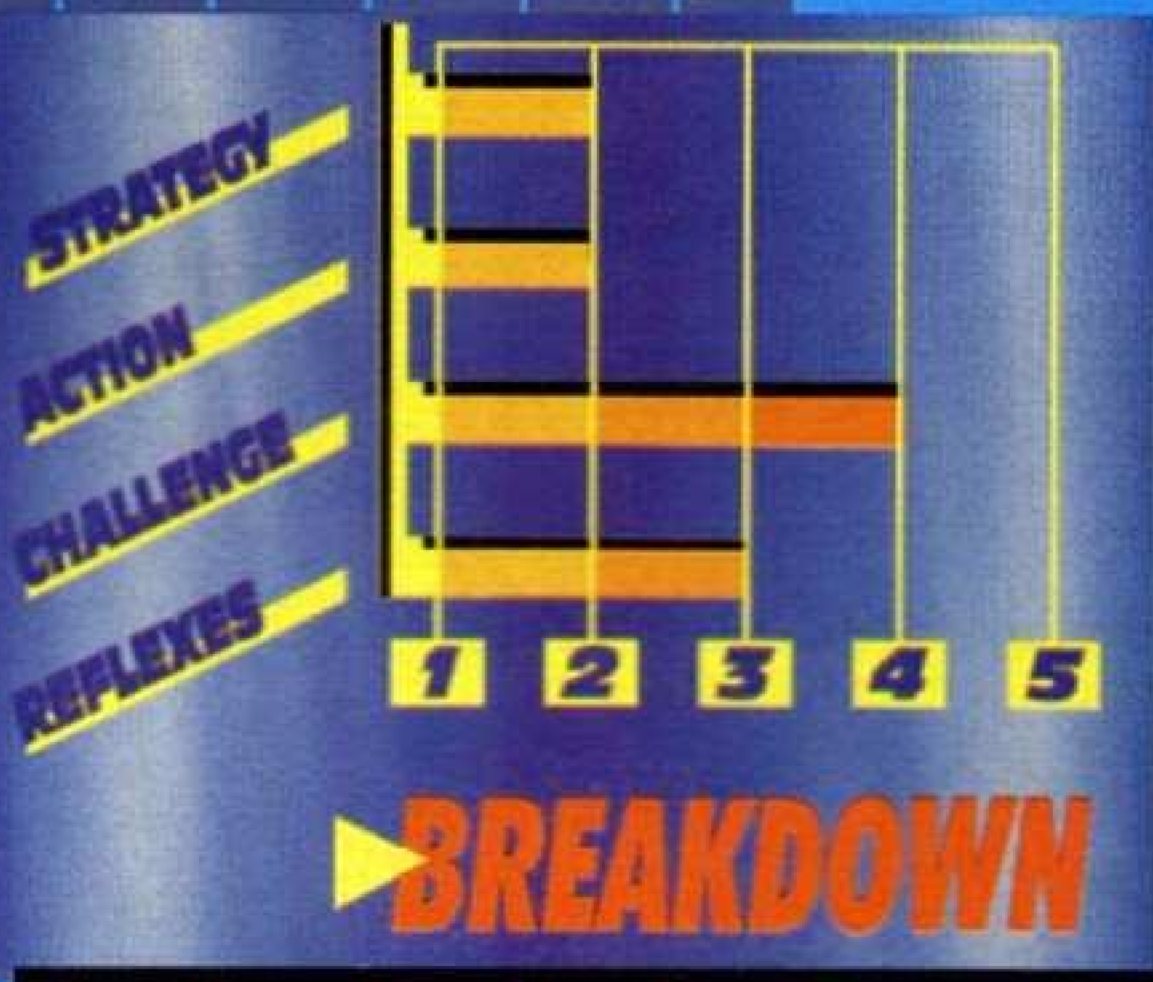
The crab-like invasion-meisters intervene in your quests at various points. They each have their own weapons and attack patterns. As well as the smaller guardians, you face two really big ones before the end level.

How To Control Guiding the hero across the play area is effected via the joypad - as is entering the transporters.

A	CHANGE WEAPON
B	FIRE WEAPON
X	CHANGE SPECIAL
Y	USE SPECIAL
L/R	FIX FIRE POSITION
S	PAUSE/VIEW MAP

How To Play Clear each level of the enemy base of aliens and transition units. Destroy the alien guardians and locate all the terminals.

RATINGS



PRESENTATION

▲ Lots of scene-setting sequences, an excellent short intro and polished throughout.
▼ No options, and skill levels are especially missed.

93

GRAPHICS

▲ Excellent metallic effect graphics, nice sci-fi equipment and sprites and some pretty gob-smacking bosses.
▼ No real complaints, except the bland graphics of the outdoor level.

90

SOUND

▲ The spot FX are spot on, and the music is atmospheric and perfectly suited to the action.
▼ The volume level of the music is set quite low in comparison to the FX volume.

86

PLAYABILITY

▲ Takes a period of adjustment to appreciate the Smash TV-type controls, then fabulous.
▼ The path through each level is a bit linear, so the urge to explor is never really satisfied.

91

LASTABILITY

▼ Only eight levels, and despite the challenge of the final boss, this won't take long at all too complete. No score to return and better.

80

OVERALL

An utterly groovy shoot 'em up, but unfortunately the trip doesn't last too long before it's over.

84

REVIEW

SUPER NES

1-2 PLAYER

4 MEG

PUZ GAME

DRAGON'S EYE
SHANGHAI II
©1992 ACTIVISION
©1992 HOT-B CO., LTD.
LICENSED BY NINTENDO

PRICE:TBA
BY:ACTIVISION

RELEASE
TBA

CONTROL
JOYPAD

GAME DIFFICULTY
HARD

CONTINUES
N/A

SKILL LEVELS
1

RESPONSIVENESS
GOOD

1ST DAY SCORE
CLEAR LAYOUT 1

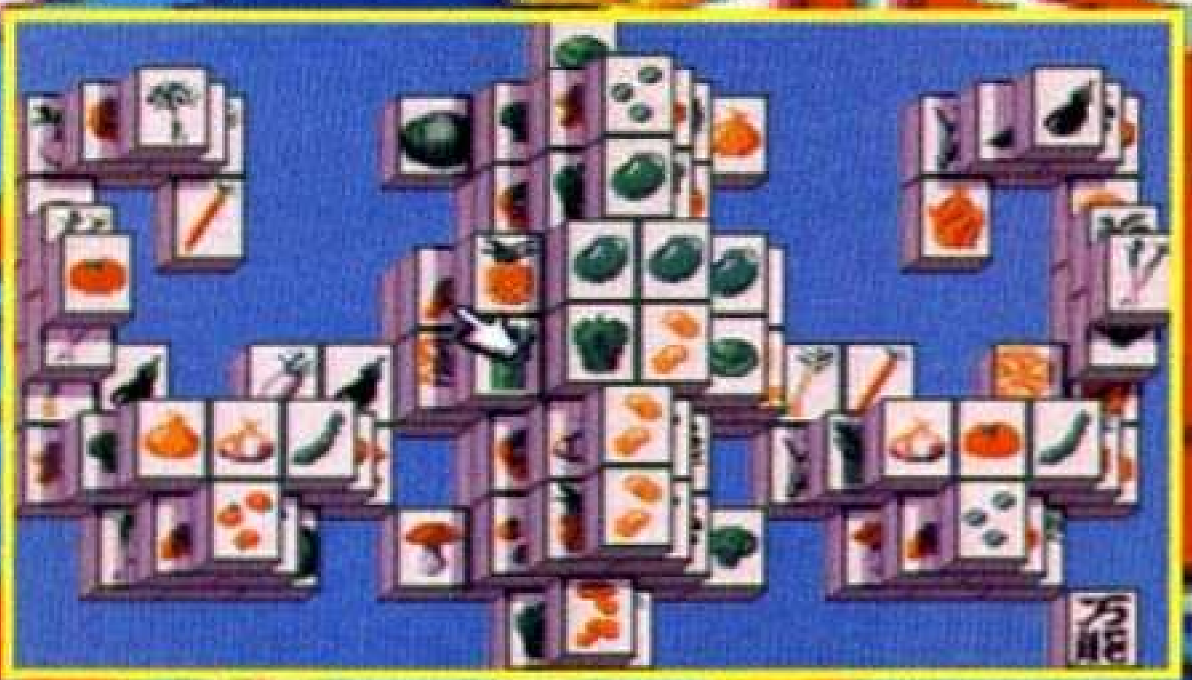
ORIGIN
Shanghai was programmed by Activision for assorted 8-bit computers. This sequel repeats the Mah-Jongg-inspired tile game, and includes another variant called Dragon's Eye.

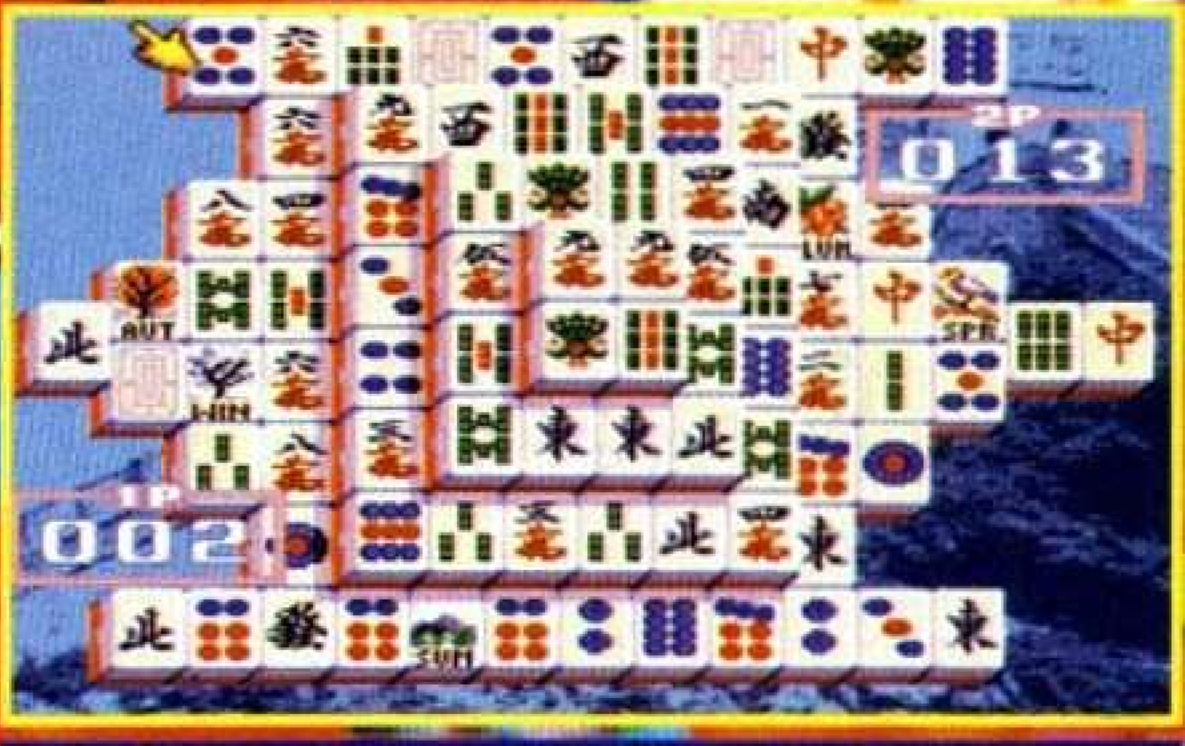
SHA

Ah, Glasshopper! You wish to find the answers to the many mysteries of the Universe: the meaning of life and the secret of a stubble-free bonce? You must realise that the paths to enlightenment are manifold; even in play may we find our self-development.

Observe the pile of tiles before you, my disciple. The arrangement is not random, but describes the physical form of many of the symbolic creatures used by Buddha in his tales of heaven. The Dog, the Rooster, the Pig and The Dragon. The tiles themselves are the elements of nature, and the pillars of wisdom. What is to be done with them?

Learn well that every element has its pair, its resolution. Remove each pair from the pile, and the mysteries hidden underneath are gradually revealed. As in life, the truth is made simple by stripping away its subtleties. But work methodically, my child. We must resolve that which we can easily see, and is close to hand, before entering the depths of our consciousness. Some more green tea?

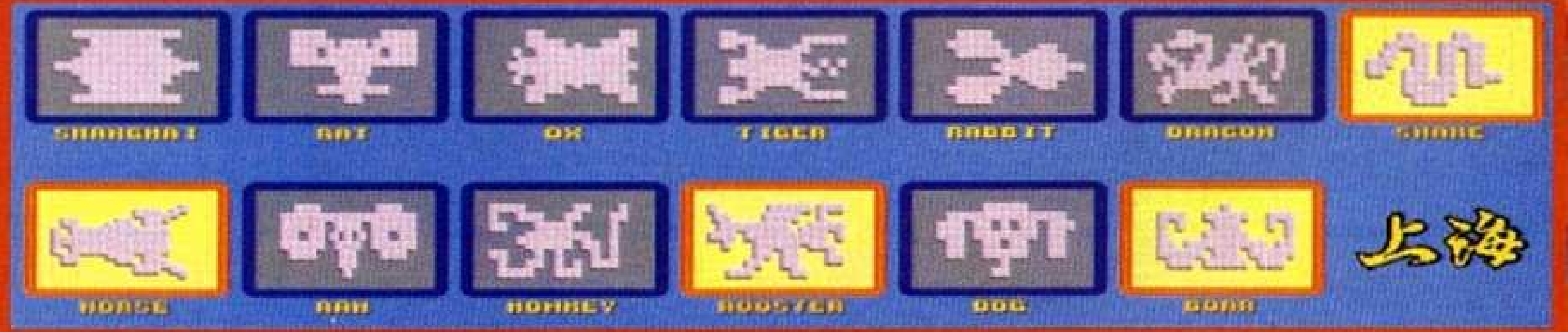




▲ Faced with this mountain, it's best to start with the obvious pairs.

THROWING SHAPES

Shanghai offers thirteen different tile layouts, twelve of which represent the animals of the Chinese Zodiac. These twelve animals are endowed with mystical qualities, and as tile arrangement they effectively make the game harder according to how they are laid out. The narrower and lower a layout is, the easier it is to solve.

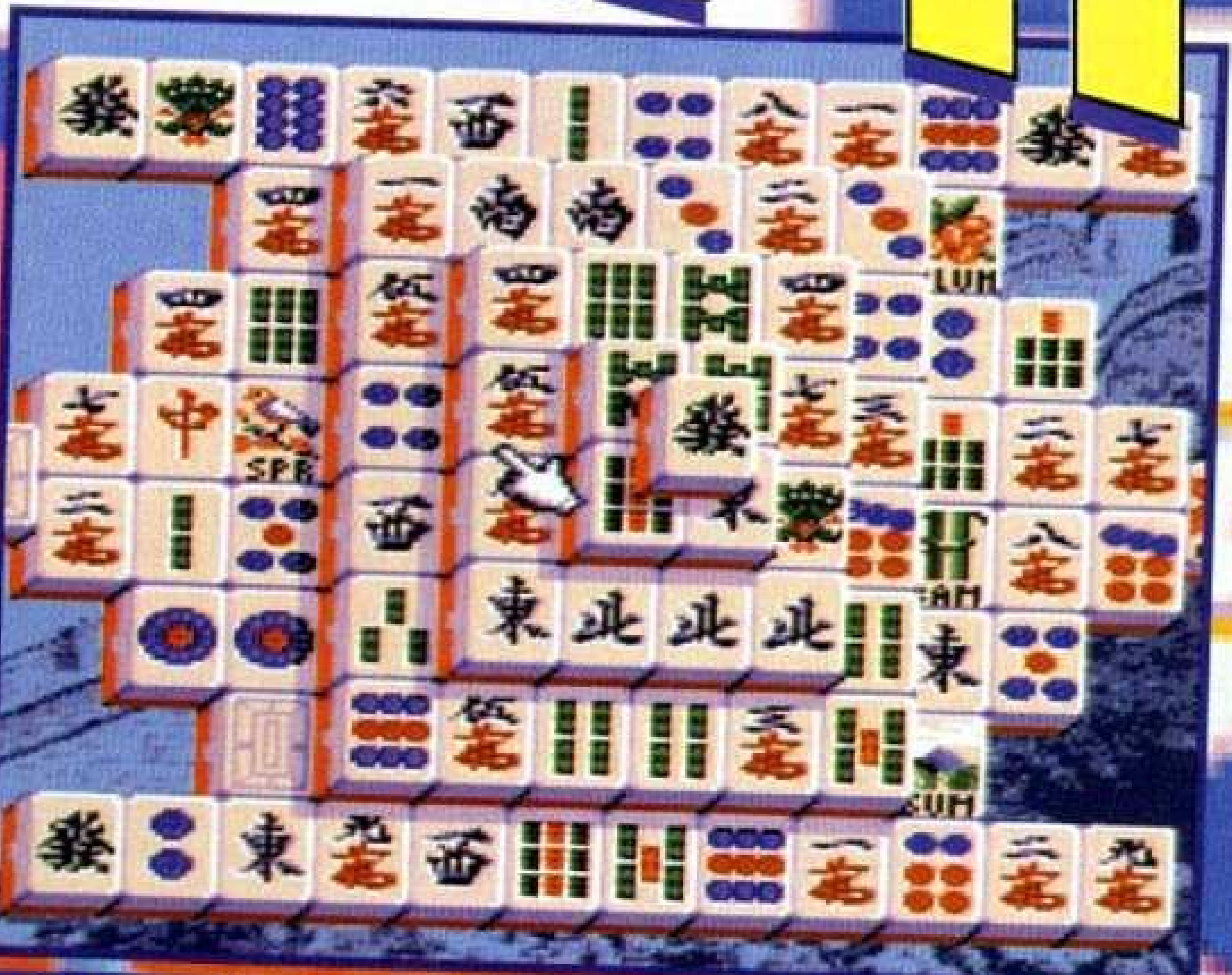


How To Control The pad is used to guide the player's cursor across the screen to select the necessary tiles for pairing off.

A	Cancel highlighted option.	X	No function.
B	Select option or tile.	Y	See options.
L/R	No function.	S	**START:** See options. **SELECT:** No function.

How To Play Remove pairs of tiles to clear the pile. On Dragon's Eye, you match pairs from the pile with a set of tiles of your own.

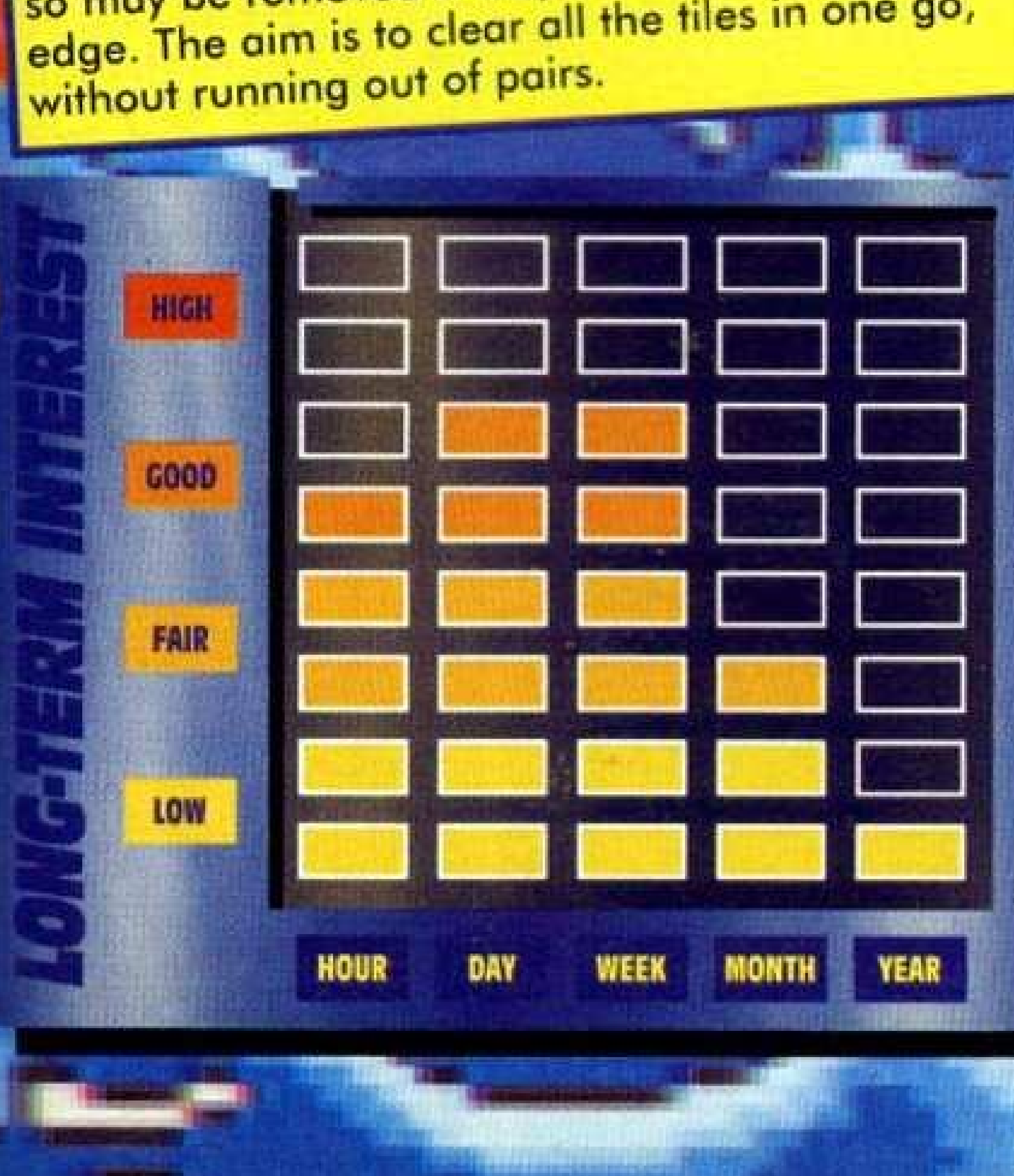
GHAI II



Get your copy of Shanghai out and have a night on the tiles (arf arf)

SPLIT ENDS

The objective of Shanghai is to remove tiles by finding their matching pair elsewhere in the pile. Two principles govern the matching of tiles. Firstly, each tile of a pair must be viewable, ie not under any other tile. The second principle states that the tiles must be on the outer edge of any row, to the left or right. Tiles which are stacked on others are classed as a separate row, so may be removed if they are on the outer edge. The aim is to clear all the tiles in one go, without running out of pairs.

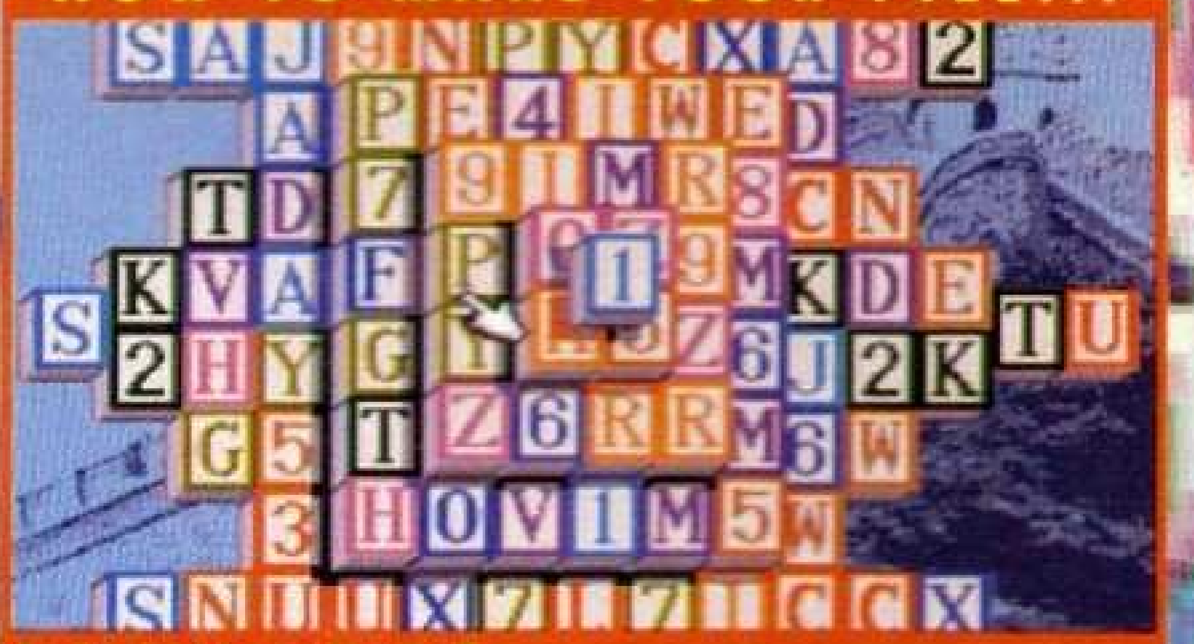


COMMENT

STEVE

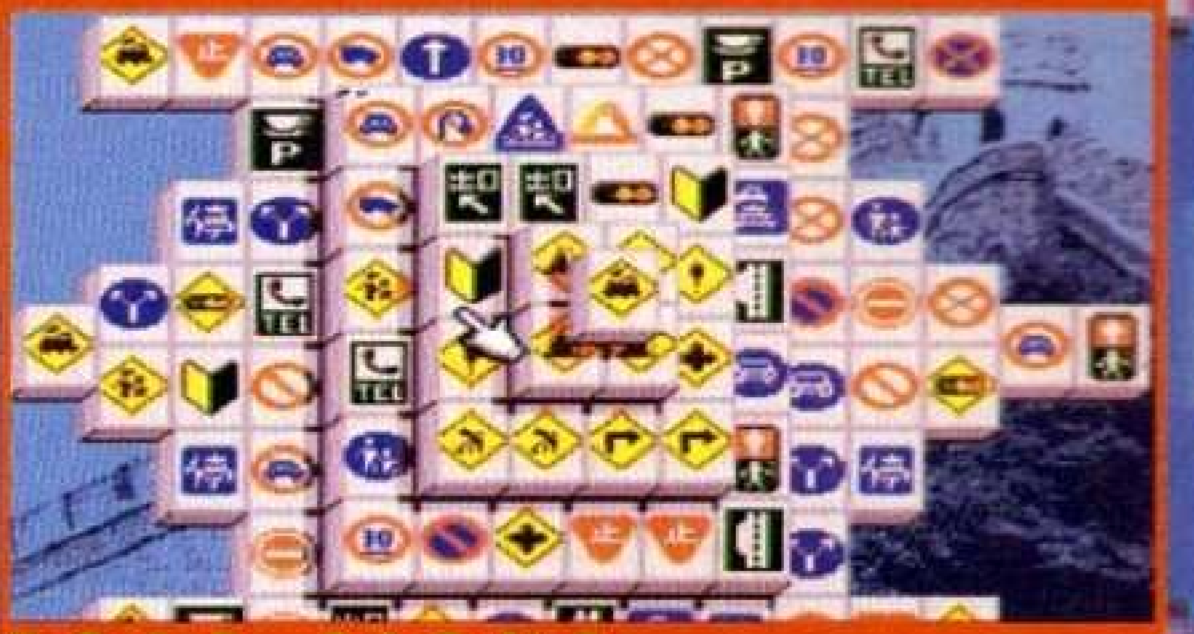
Oh dear, the perennial problem of the board game conversion. On the one hand they save the need for irritating, cheating friends and they also save having to put the bits away after every game, but then again why should anybody pay forty quid for something they can pick up for a tenner? To be fair, Shanghai is a decent enough conversion of the age-old game, and in terms of presentation and options it's more than adequate, but I hardly think that the average Super NES owner is going to stand in their local software emporium musing between this or Tiny Toons. Perhaps the only way such conversion would be a success would be if one brave software house were to bundle a load together on one cartridge - making an ideal apres-pub compilation - the likes of Shanghai would be a success, but as it is this hardly represents good value for money.

HOW TO MAKE YOUR PILE...



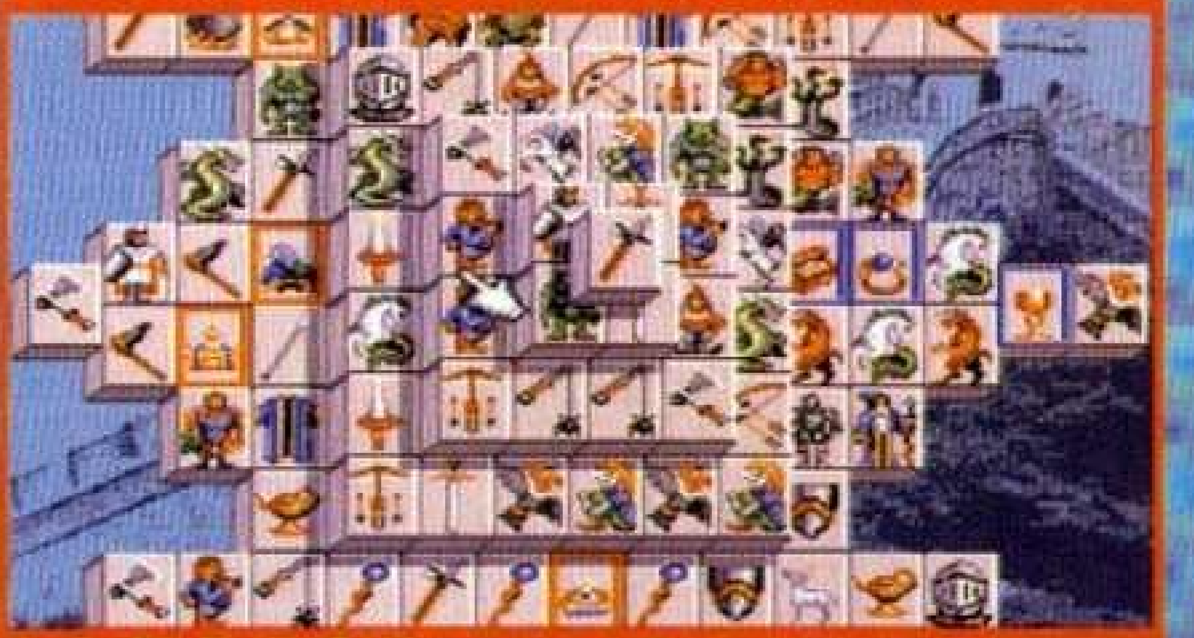
ALPHABET

Probably the easiest set of symbols to scan. In case you don't know, it's the Roman Alphabet.



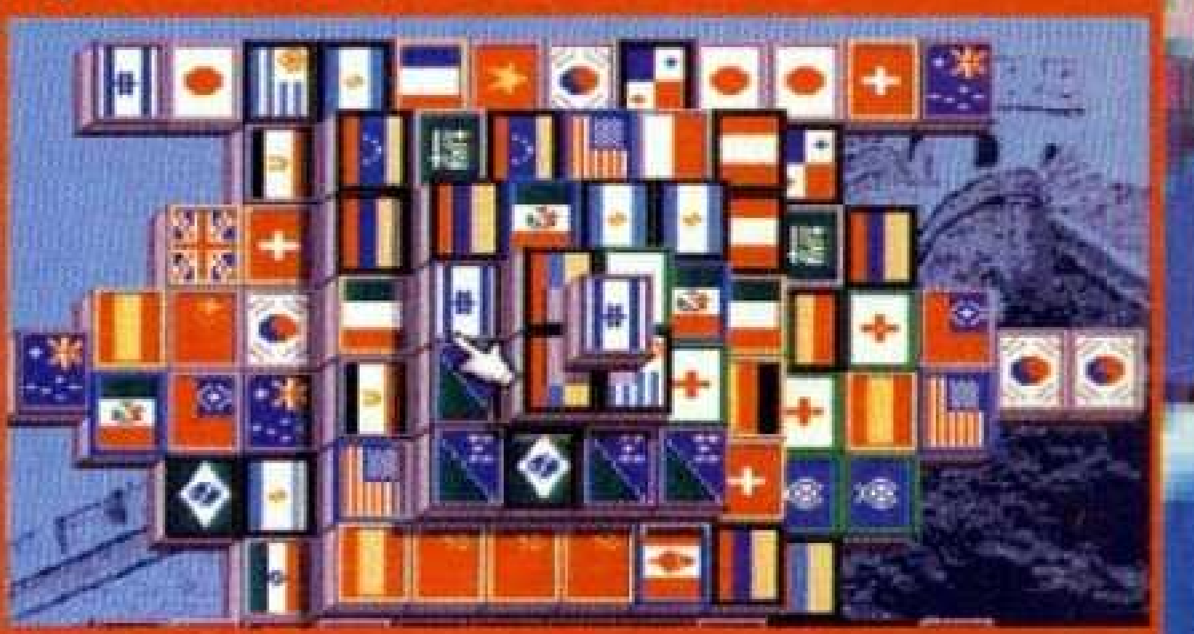
ROAD SIGNS

Hmm. They may not look like the British road signs we know, but they're still fairly easy to use.



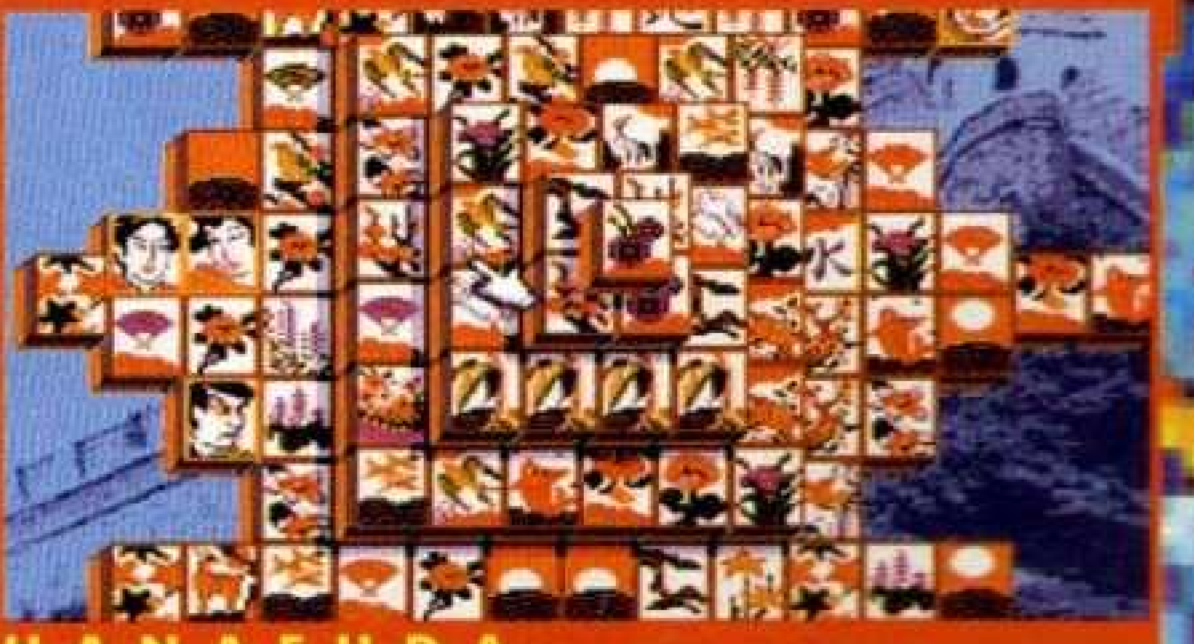
FANTASY

The baggage and iconography of fantasy, including broadswords, Trolls and wizards.



FLAGS

A pile of national banners, in all sorts of colours. Impressive or what?



HANAFUDA

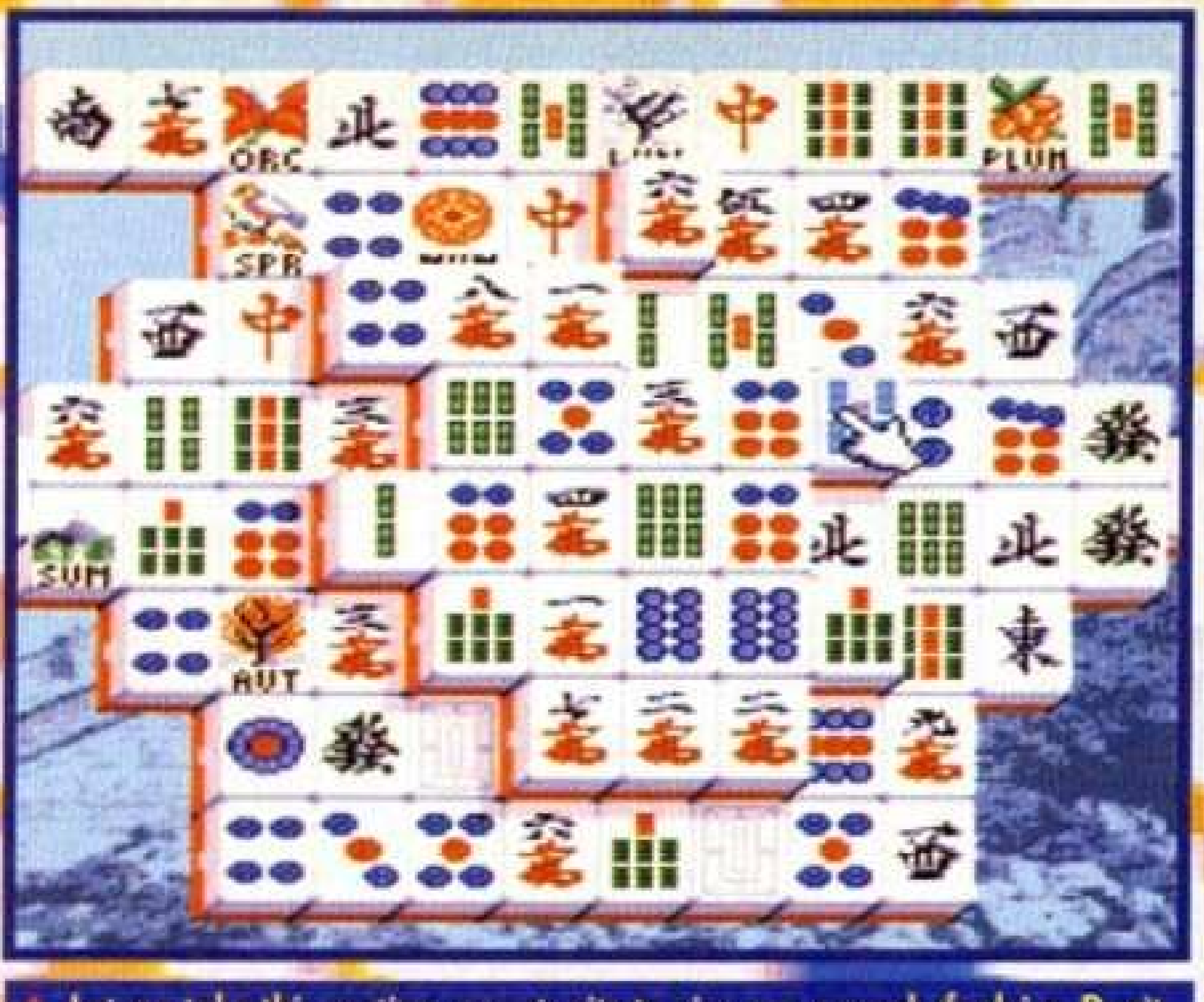
An unfathomable mix of intricate pictures concerning nature. This set is extremely difficult to use.

PLAY OPTIONS

ONE PLAYER: The object is to clear the board without shuffles.

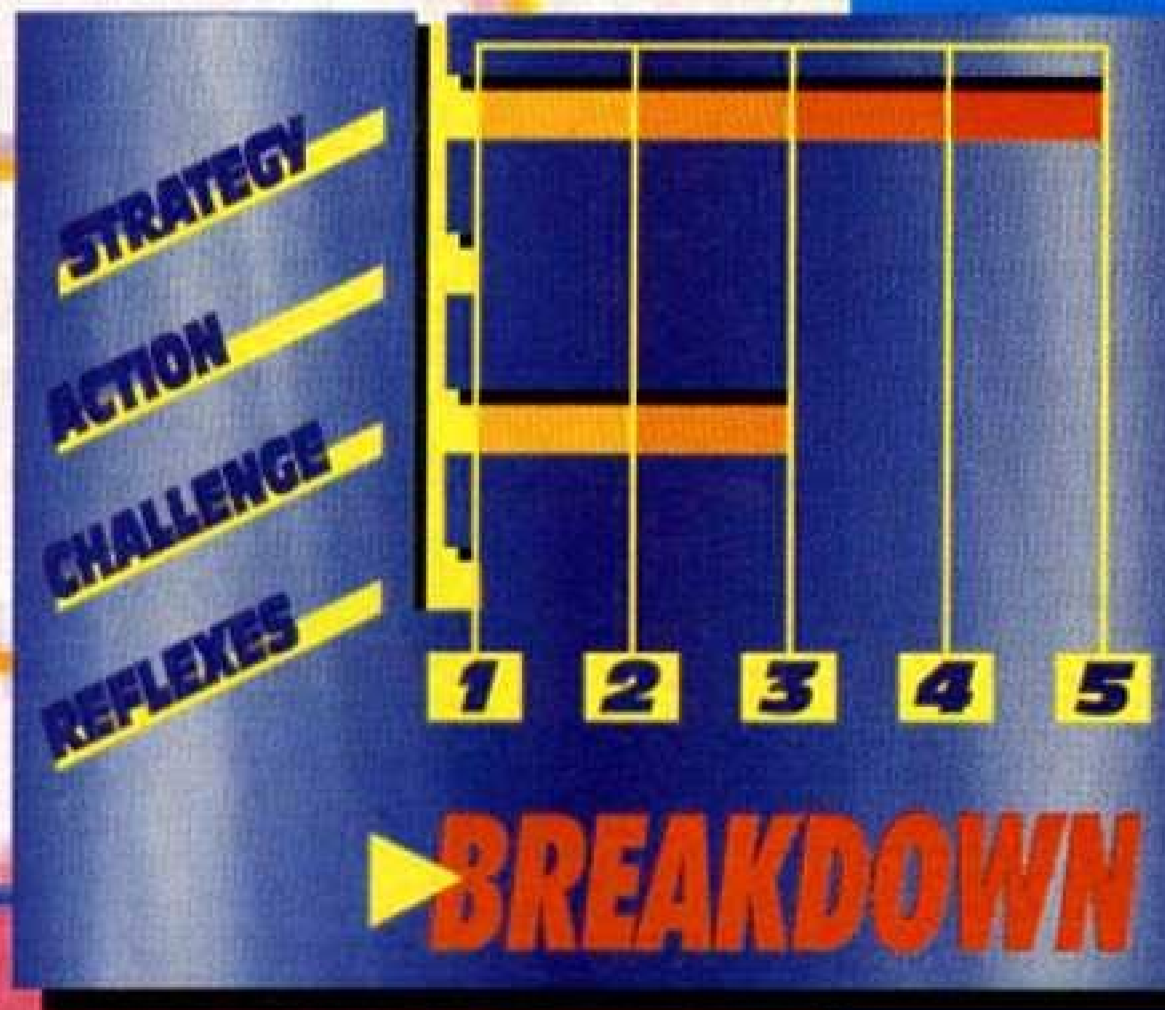
TIME LIMIT: Aim to clear the board as quickly as possible.

TWO PLAYER: The winner has the lowest timer after the board is clear.



▲ Let me take this caption opportunity to give you a word of advice. Don't leave stacks of tiles, or two tiles of the same type in the same horizontal line. Why? You'll be sorry if youdo, that's why.

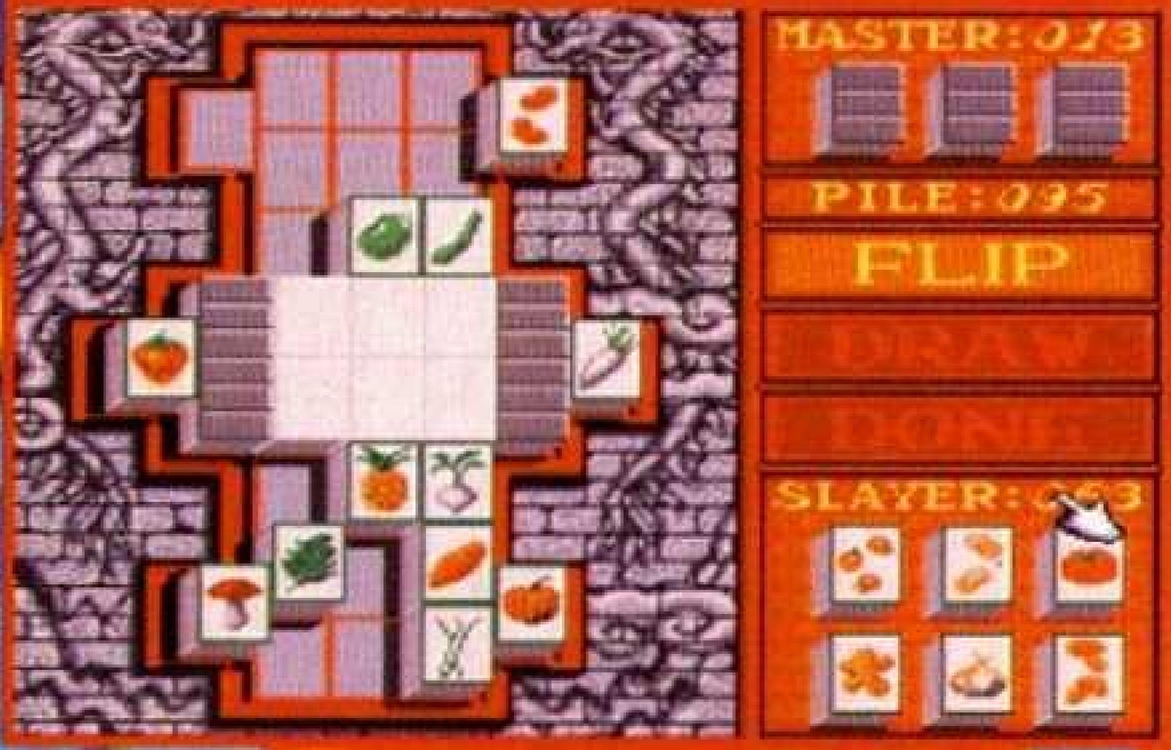
RATINGS

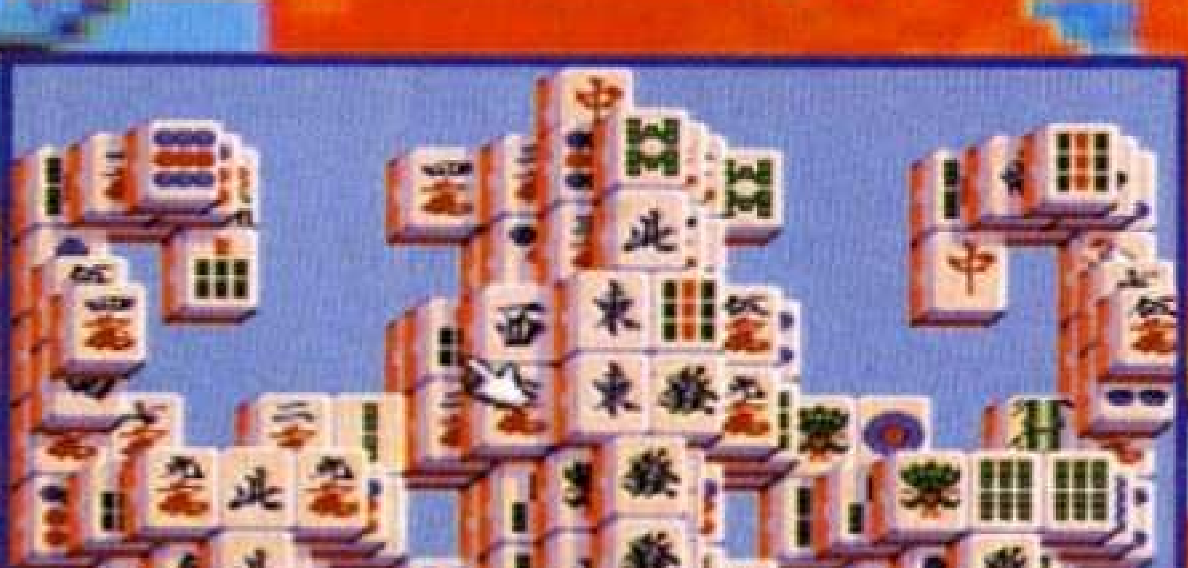


▶BREAKDOWN

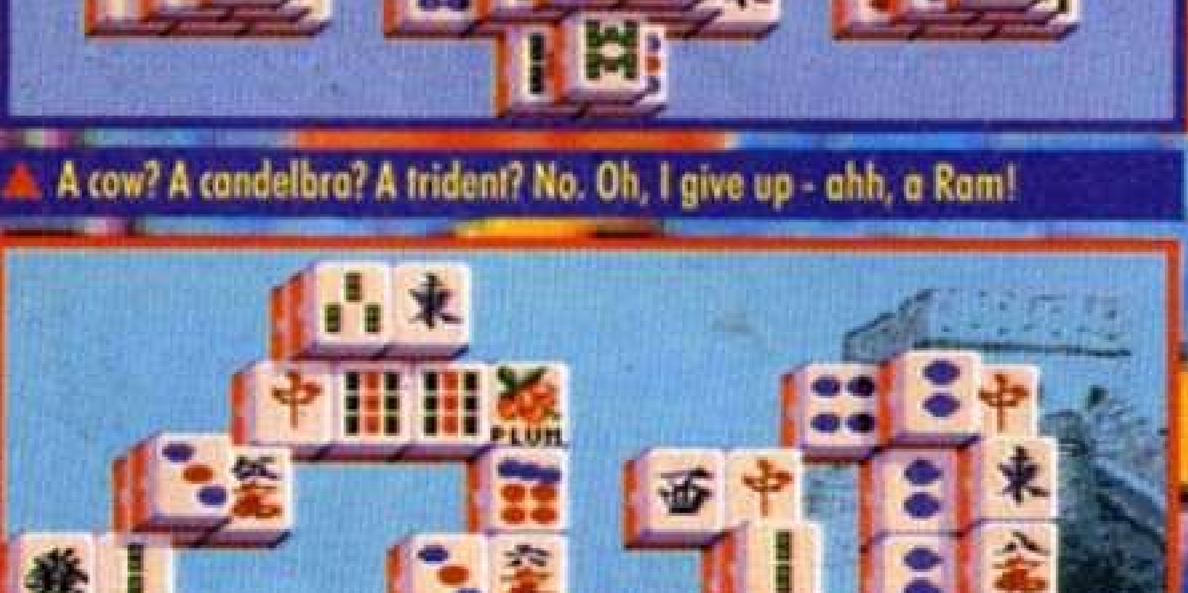
DRAGON'S EYE

This variant is for lone players. Instead of a full board, the player starts with an almost empty pallete. He is trying to clear these few tiles using a pile of his own. But he may only see the top six of his pile at one time. If no match is available, one of these six must be added to the pallete, and the next from the pile is revealed. As the pallete fills, any tiles bordered on both sides are blanked, making it harder to follow the course of the game. Yes, it's hard.





▲ A cow? A candelbra? A trident? No. Oh, I give up - ahh, a Ram!



▲ A spider? A pile of old tosh? Oh, I give up - ahh, it's something crap!

COMMENT

GUS

Being a bit quirky meself, I loved the quirkiness of Shanghai as an arcade game. The attraction was the panic element of it all, trying to find pairs before the timer reached zero. So I was fair looking forward to this conversion, only to find myself frustratingly shortchanged. The graphics, sound and control are just as adequate (and dull) as before, but the active part of the game has just been stripped out. The main game allows you as long as you please to solve the puzzle, relying on the sheer complexity of the task to amuse you. But this is just totally unfulfilling for the vast majority of people. The game presentation is also very poor, despite the options. Have you succeeded? The game doesn't bother to inform you. What about a percentage award, or a score. The saving grace is the two-player option, which adds a touch of adrenalin to the proceedings, but the new Dragon's Eye variant is pretty boring. Hardcore puzzle fanatics will probably spend hours on this like me, engaged by the demanding nature of the puzzle, but I'm not so far gone to realise that 90% of the population will be turned right off. Make your choice depending on where you lie in these statistics.

PRESENTATION

▲ Lots of options to affect the visuals and sonics, plus help and layout menus.
▼ Major failings, including lack of direction as to playing, no rewards or notice of success and a basic lack of competitiveness.

63

GRAPHICS

▲ The tiles are clear and readable and the static display tries to be interesting with some Mode 7 effects and occasional animation.
▼ The game is very plain indeed, with effectively zero movement.

58

SOUND

▲ Wafty tunes, different for each tile type, complement the sedate action.
▼ No revolutionary, or even interesting, uses of the Super NES sound chip.

61

PLAYABILITY

▲ The nature of the game is challenging, teasing and pretty inscrutable in an Oriental way.
▼ There is no vital sense of urgency to add some zest to the cerebral proceedings.

64

LASTABILITY

▲ Strategy fans should crack the simple layouts quickly, but later levels are a challenge.
▼ Dragon's Eye is so lukewarm, you won't be itching to play it, even after the first session.

73

OVERALL

Not so much a game as a method of relaxation. Fine as it goes, but overall the game is a disappointing shadow of what could have been.

67

UNLEASH THE BEAST.

MEAN, MODIFIED & STREET-LEGAL
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£2
MAX POWER
THROBBING PURPLE MONSTER
We drive and survive the UK's loudest turbo 205
MANIC FIRST ISSUE
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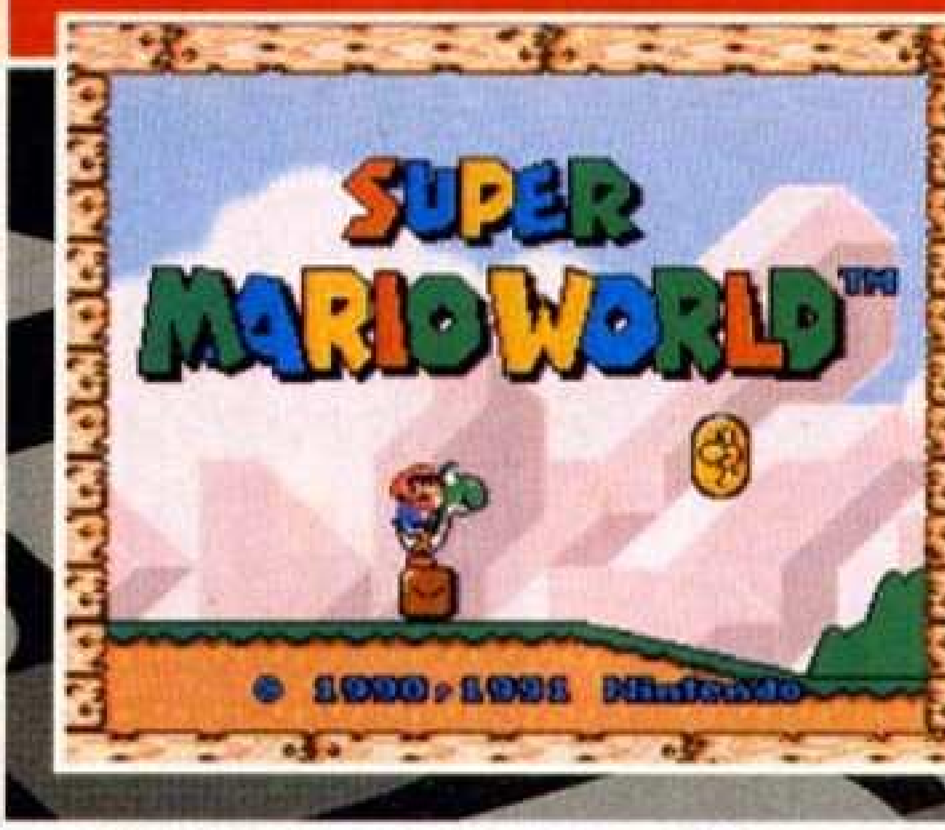
Give your Golf MK1GTI balls
Renault 5 Turbo
Install a thumping ICE system
GET FISHY!
Win £2500 worth of Piranha alarms
WIN AN ESCORT COSWORTH!
Unreal competition, totally real car
A4 PUG
★ STREETFIGHTERS – ROAD LEGAL, RACE WINNING ESCORTS INSIDE ★

Bring out the beast in your car. **Max Power,** a great new mag for car enthusiasts, shows you how. It's packed with all you need to know about modifying your car. What you can do. The kit you'll need. Where to buy it. What to pay. It's the most power churning, stomach turning, rubber burning car mag ever. So, tear along to your newsagents now for Max Power. And unleash the beast in your car.

MAX POWER

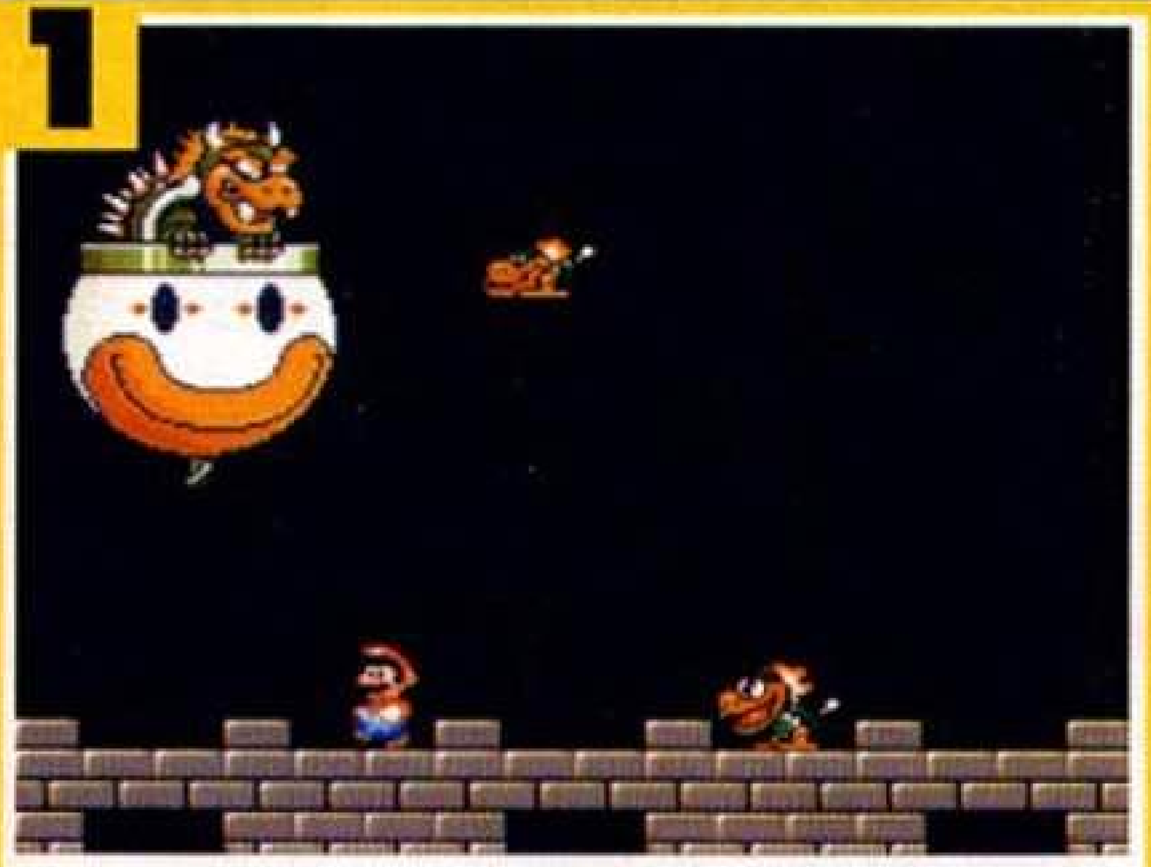


WILL YOU EVER

SUPER MARIO WORLD IV

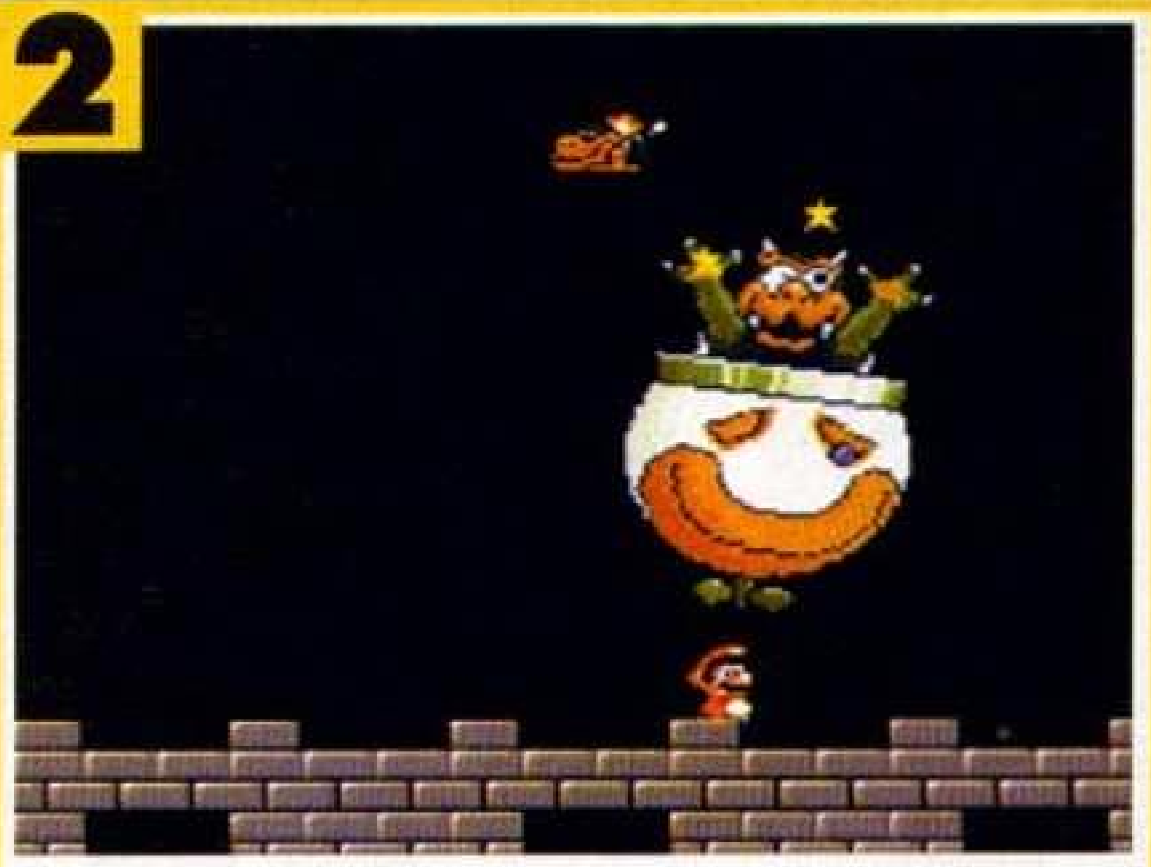
This month the good physician Jazzingworth Rignall MD dons his special shoulder-length rubber gloves to aid those sick gamers having trouble beating Bowser in this ageing title.

1



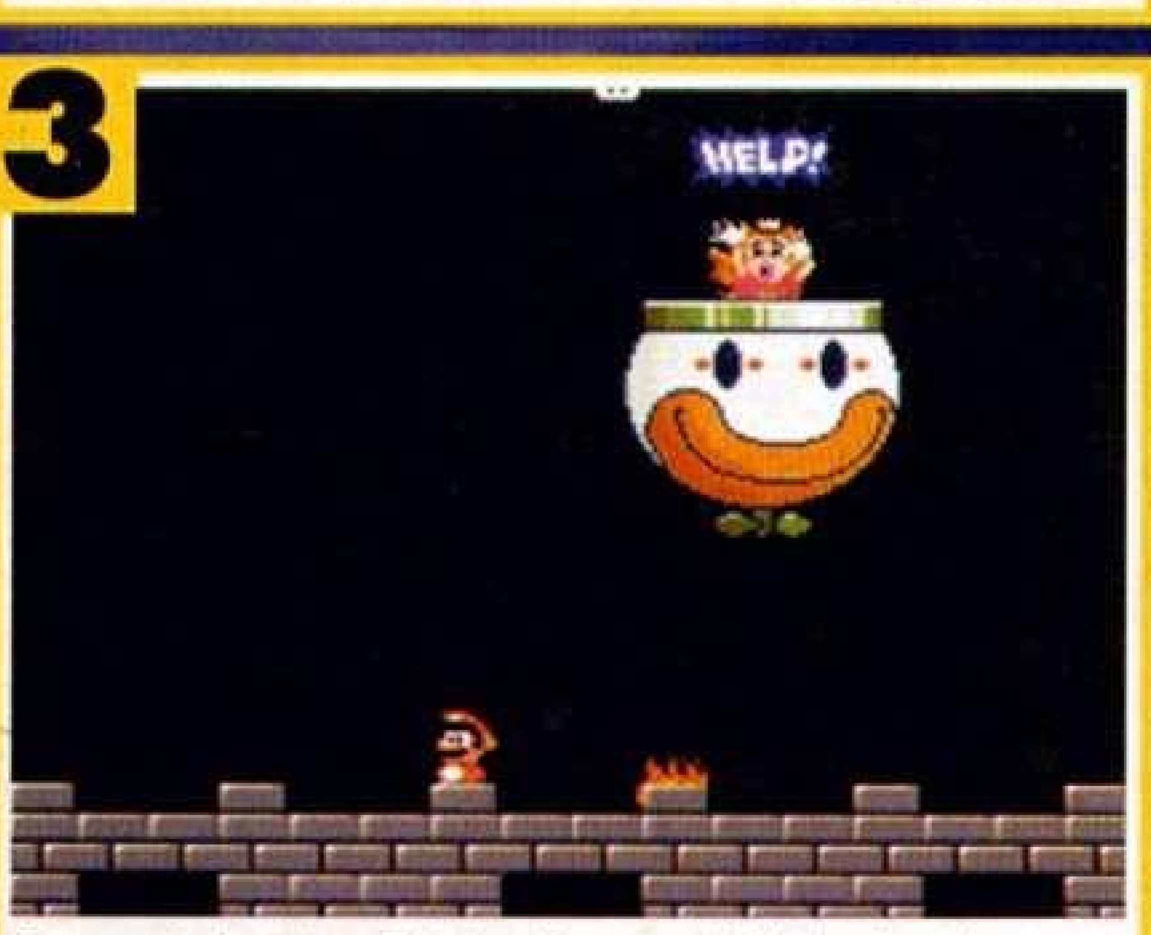
Avoid Bowser until he drops the two Mecha-Koopas. When he does, quickly jump on them both. and stun them. Pick one up and when Bowser flies overhead...

2



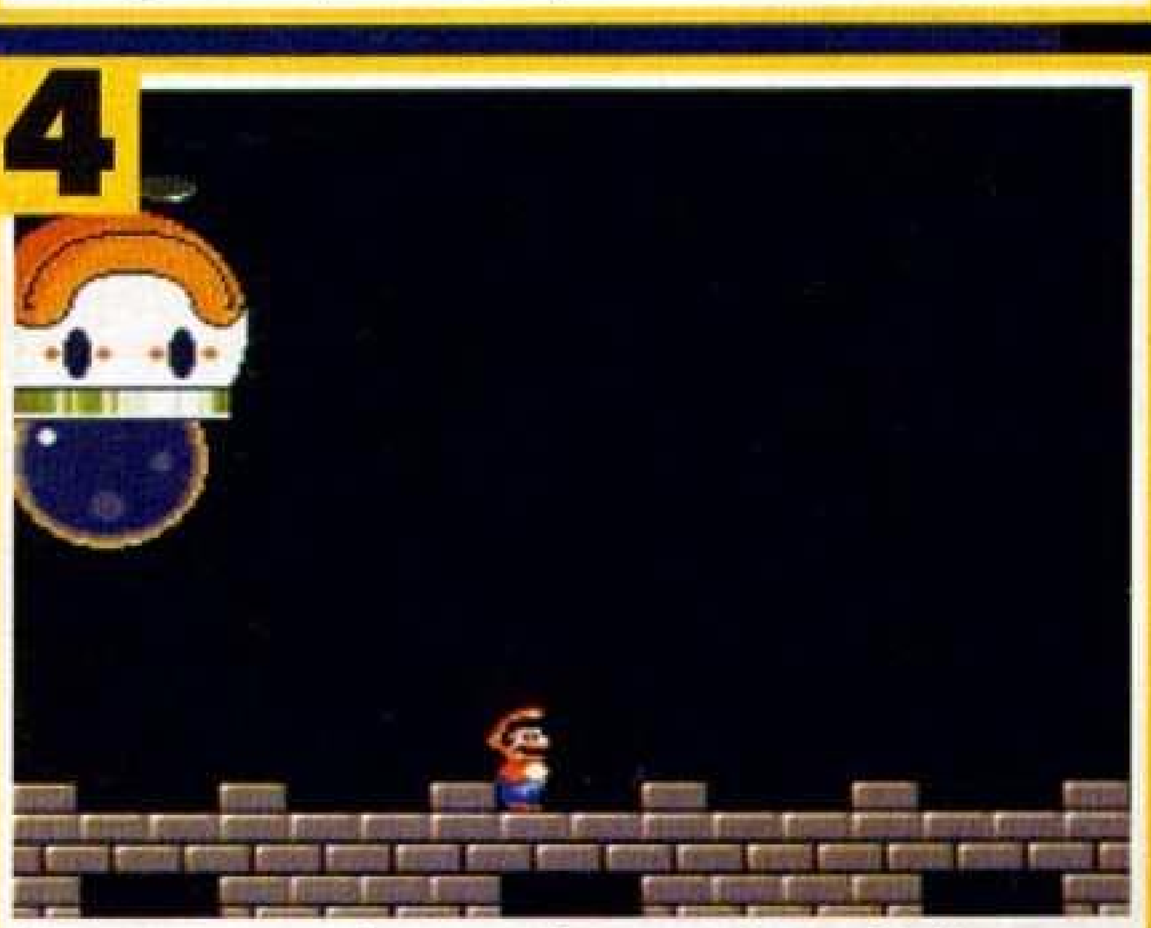
Kick it straight up into the air so it lands on Bowser's head. (If you have difficulty with this move, practice kicking shells up in the air.) Do this twice and...

3



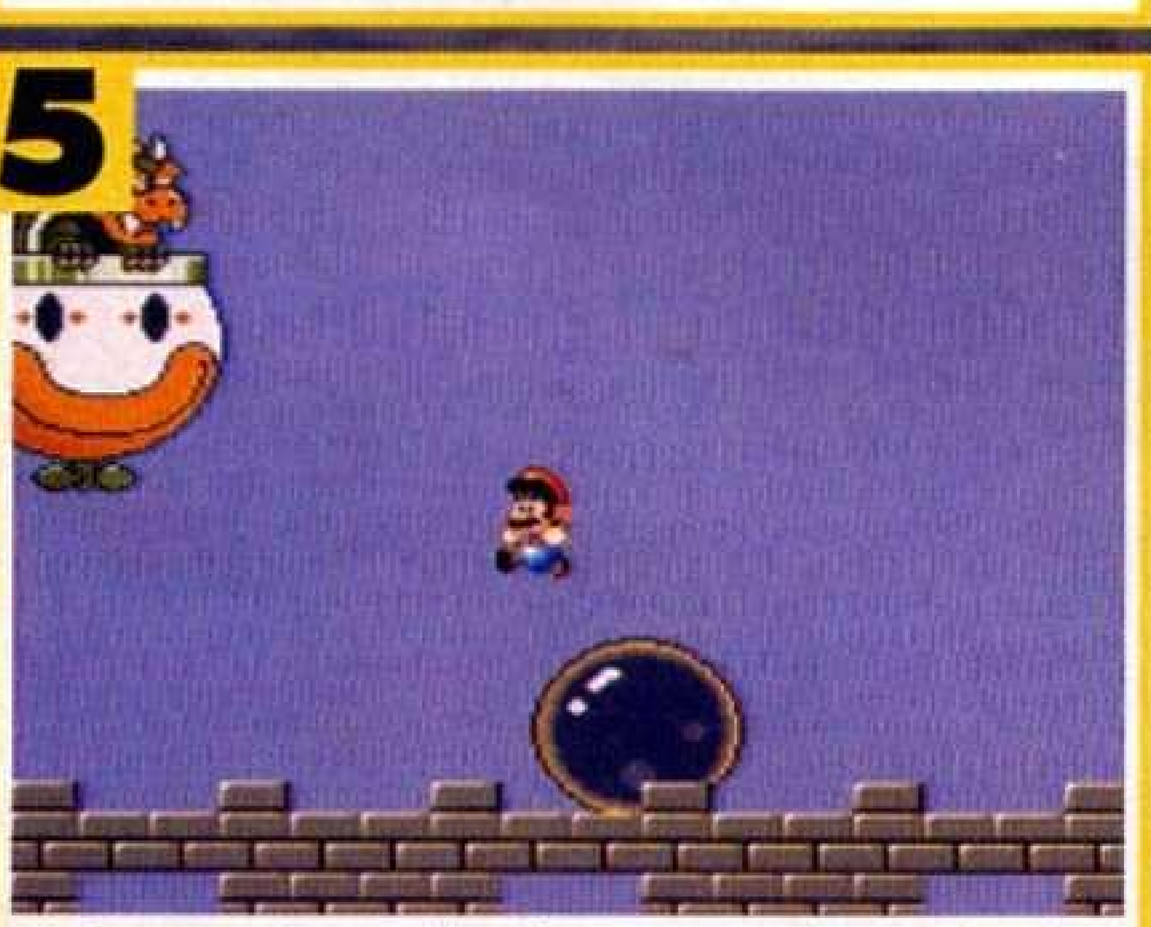
Bowser is beaten. But don't rest yet! Fireballs rain down the screen, so run to the extreme left or right to avoid them and get the mushroom the Princess drops.

4



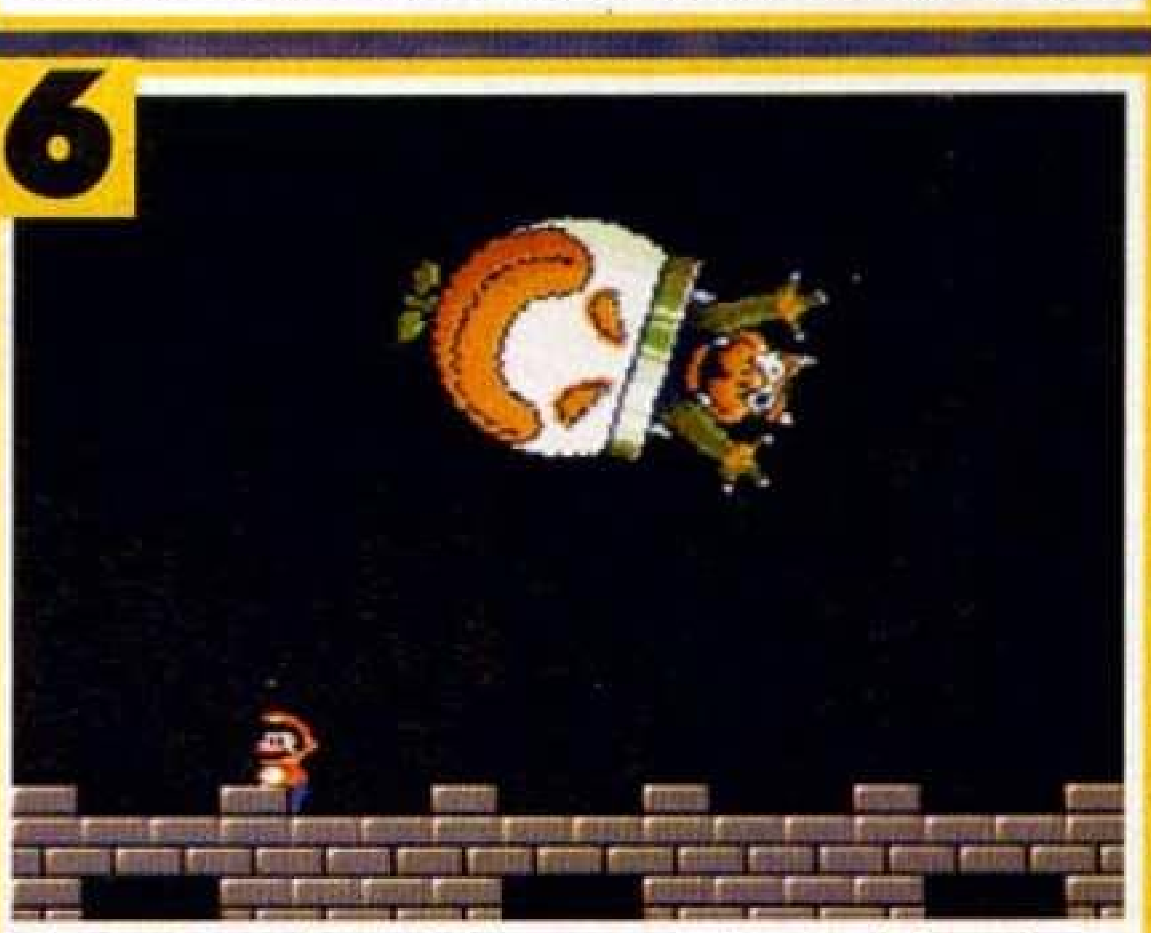
It's not over yet - because Bowser returns. Do the same thing as before, except this time make sure you jump the giant balls Bowser drops from his flying craft.

5



Hit Bowser twice and he disappears again. Dodge the fireballs, pick up the mushroom and prepare to battle him again. Be careful - this time he bounces about.

6



Stay in the middle of the screen and move left and right to dodge Bowser. Hit him on the head twice with the Mecha-Koopas to send him packing permanently.

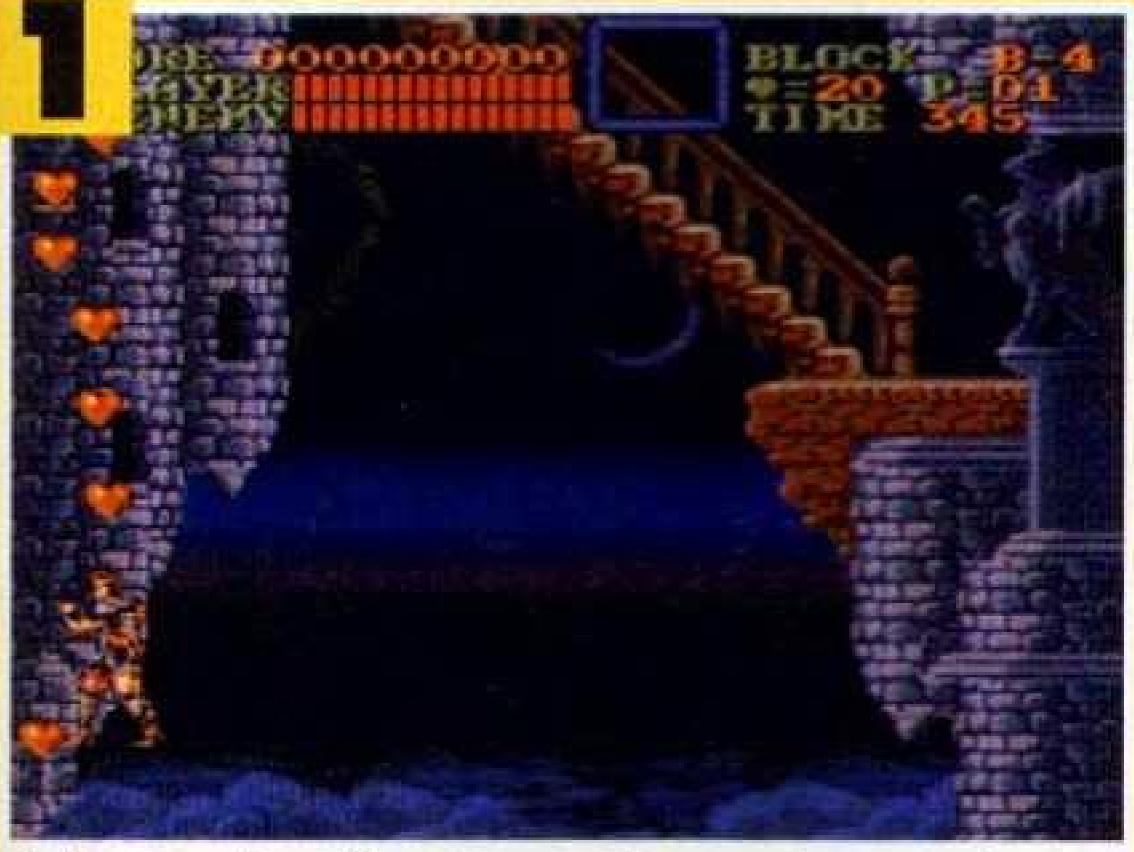
Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

EACH THE END?

CASTLEVANIA IV

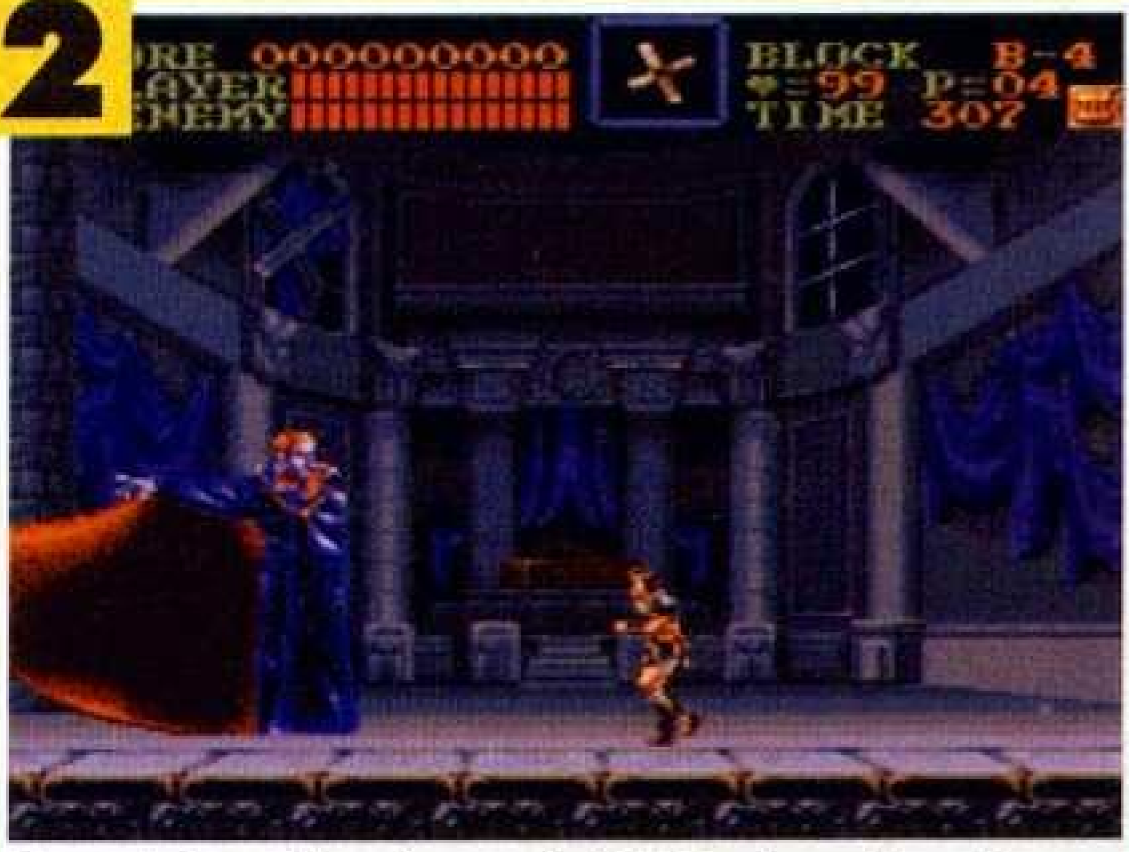
Plagued by pesky vampires? Do you find yourself infested by bats, ghouls and ghosts? Well fear no longer for chief surgeon Angus Swan is here to sooth all that ails you...

1



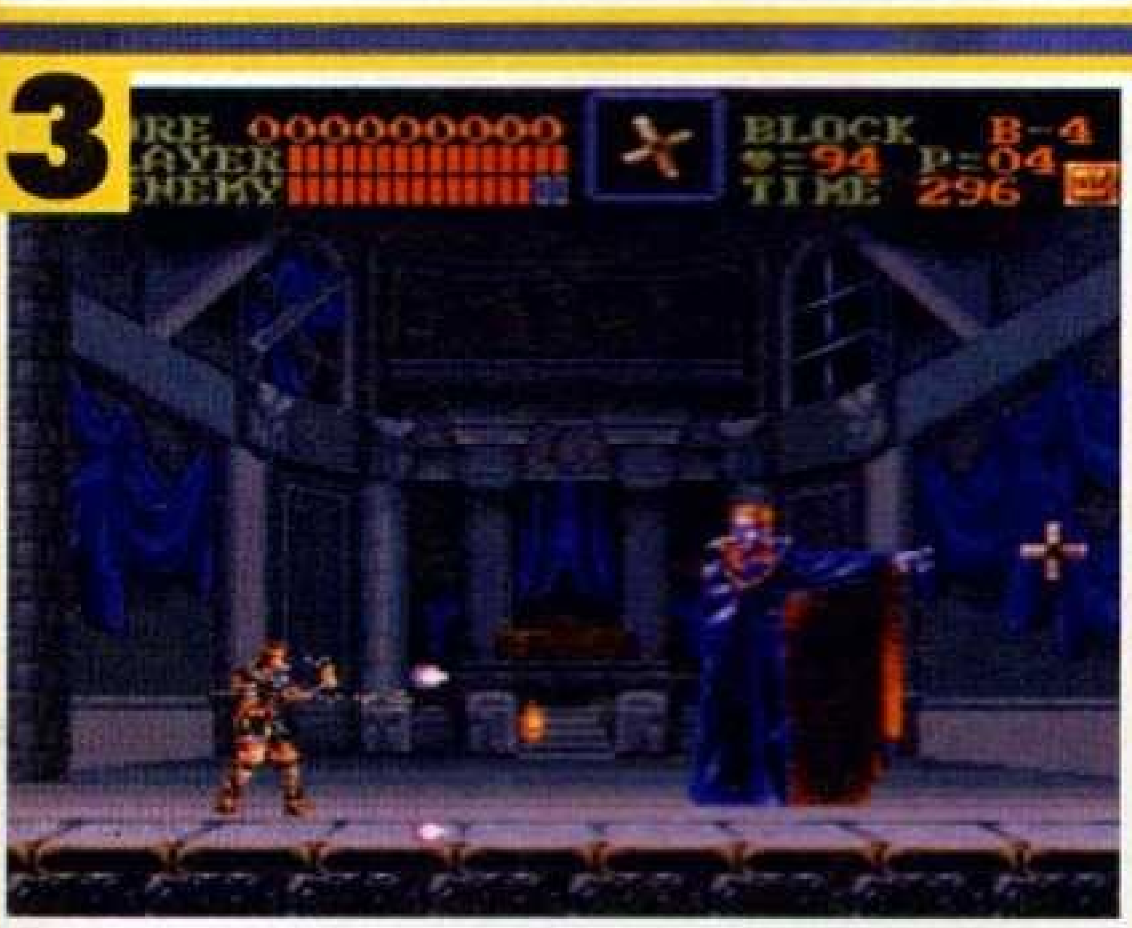
Before you face Dracula, use this amazing secret cheat! Instead of climbing the stairs, jump into the void, and walk leftwards for every conceivable bonus.

2



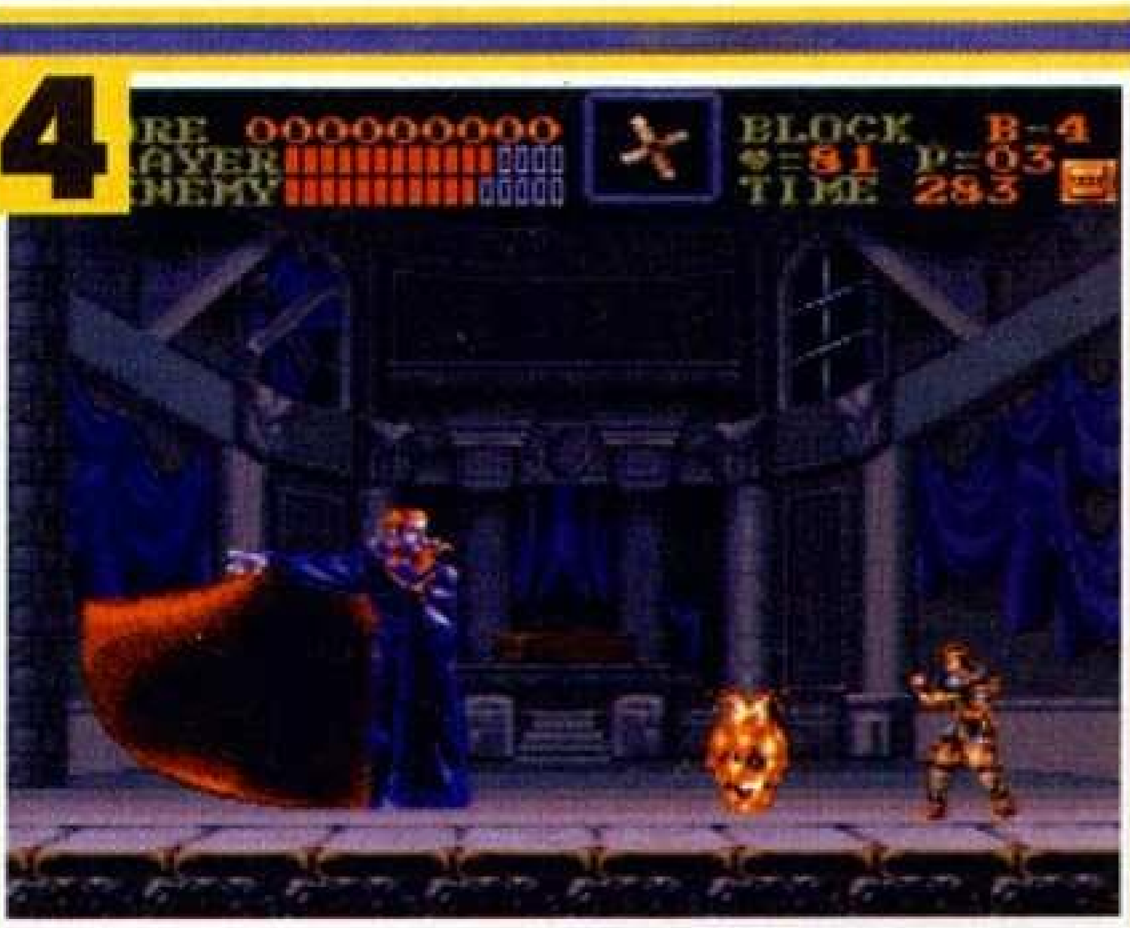
Dracula is waiting for you in his Crypt, and has the rather unnerving ability to appear right on top of you, so watch out for his beams.

3



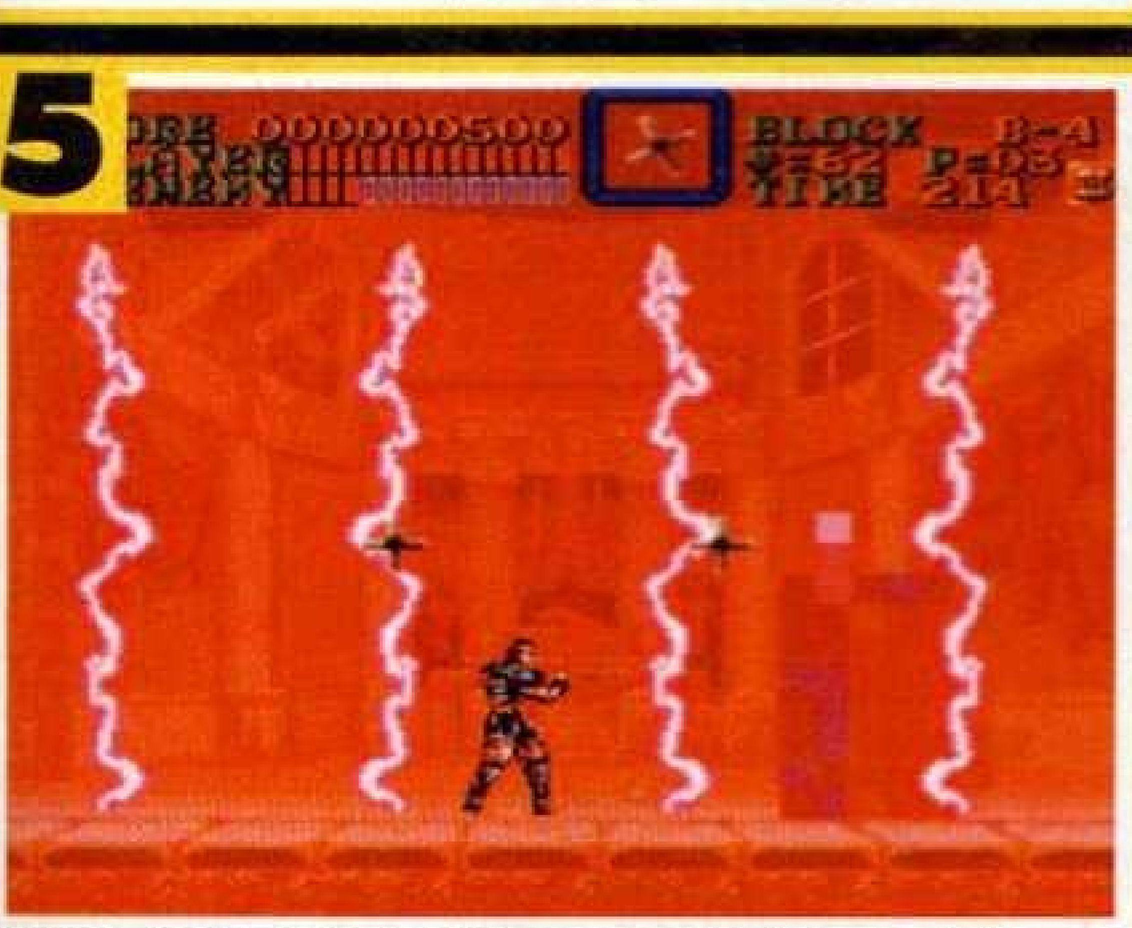
Dracula's first attack is with power globes. Whip the top one of these. If they spin about, whip them for food. All the time, keep jumping and firing crosses.

4



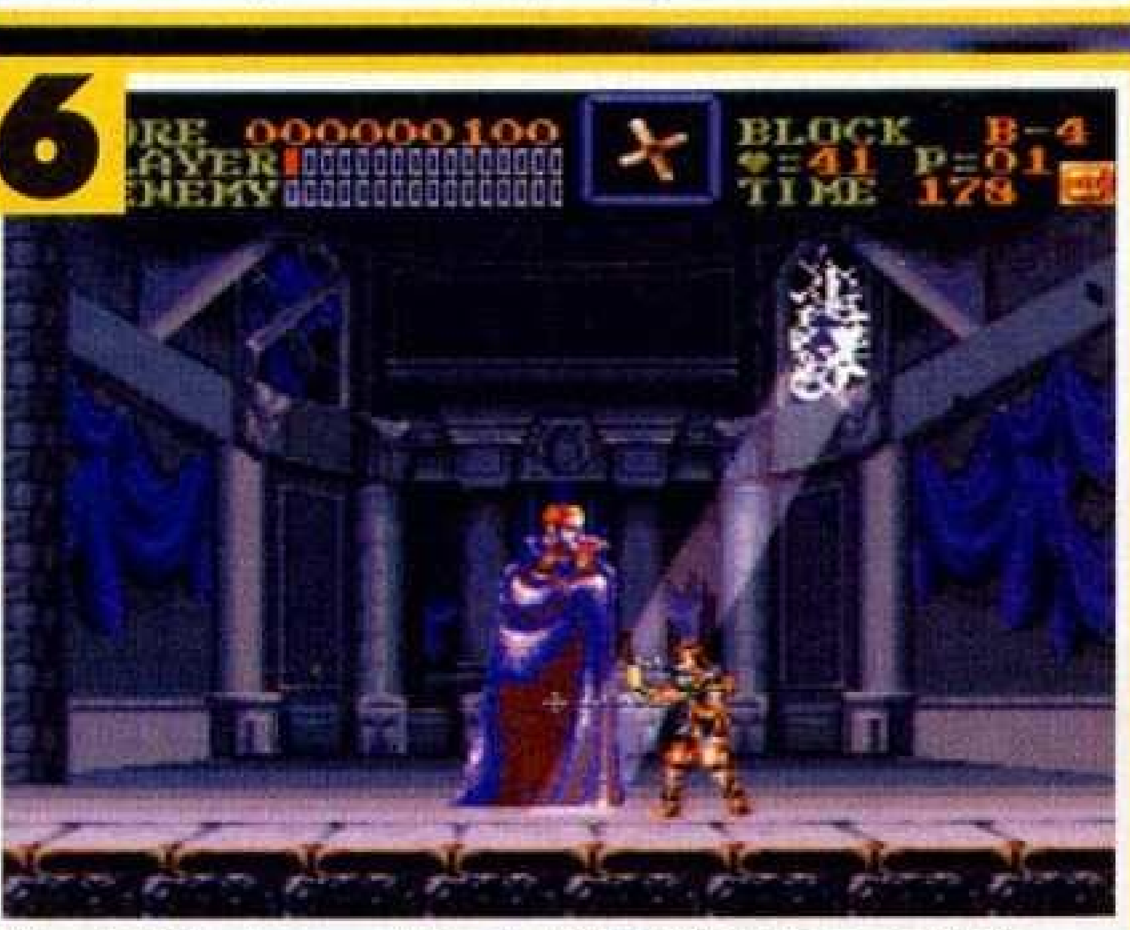
If your crosses are hitting his head, he'll switch to a deadlier attack — fire demons. These home in, so keep moving, and keep up with the crosses.

5



Drac's desperation tactics come when he's weak. Four lightning beams crack through the air. It's essential to be between them. Cheats may like to press pause....

6



Urggh! The becaped Lord of the Night has met his match in Simon. From his firsts teeterings you can sit back and watch his demise, with some lurvely music.

NMS HIGH SC

SUPER NINTENDO:

ADDAMS FAMILY:
720,970 Paul Huby, Doncaster

CONTRA SPIRITS:
2,961,540 Rochard Abrahart, Sandiacre, Notts

FI EXHAUST HEAT
108 Richard Williams, Hesterway, Cheltenham

FINAL FIGHT:
3,483,313 Scott White, Newbury Park, Essex
SCOREMONITOR: My Scorer of the Month: An excellent effort, with full photographic evidence on this challenging game.

F-ZERO:
96,800, Simon Davidge, Shirebrook, Mansfield

GODS
386,818 Ian Rabbetts, Dublin, Eire

JAMES BOND JUNIOR
3,635,450 Anon
It's understandable why the person stayed hidden. But his added tips were quite good.

JOE & MAC - CAVEMAN NINJA:
320,000 Peter Amor, Clevedon, Avon

KRUSTY'S FUN HOUSE
el Hempstead, Herts

PARODIUS:
2,678,700 Nathan Simmonds, Quorn, Leics

SPIDERMAN AND X-MEN
5,116,300 'Cad', Brockley, London
SCOREMONITOR: Ah! At last an entry for one of my favourite platform games. And what a debut, courtesy of Cad.

STREETFIGHTER II:
1,137,900 Stephen Kiernan, South Noward
This score remains due to other challengers using continues - a forbidden practice in the Score Monitor's vaults.

SUPER ADVENTURE ISLAND
472,600, Jam, Hounslow, Middx

SUPER ALESTE
6,570,200 (Hard) Peter Amor, Clevedon Avon

SUPER GHOULS AND GHOSTS
462,200 (Hard) Peter Amor, Clevedon Avon
SCOREMONITOR: It's incredible that this is the first entry for this amazing (and ancient) game. A modest start to the bidding, so let's see it rise.

SUPER MARIO KART
MARIO CIRCUIT 1
1' 07" 89 Danny and Warren, Smartcartoonshire
DONUT PLAINS 1
1'43" 10 Danny and Warren, Basingstoke, Hants
GHOST VALLEY 1
1' 13" 07 Danny and Warren (again), Basingstoke, Hants
BOWSERS CASTLE 1
1' 49" 11 Danny and Warren, Basingstoke, Hants (still).
SCOREMONITOR: As said before, only Star Cup races are of interest to me now. Please don't waste your time and stamps with other scores.

SUPER MARIO WORLD:
9,999,990 Jaz Rignall, Ego Corner, NMS

SUPER R-TYPE:
4,057,100 Michael Barmby, Wakefield

SUPER SOCCER:
99-9 Phil Roscoe, Whiston, Merseyside

SUPER SMASH TV:
99,999,999 Richard Winship, Southampton
SCOREMONITOR: Richard has clocked the score, and claims to have repeated the game five times. If anyone can provide full evidence of this THEY will take their place here.

SUPER TENNIS:
750 Sarbjit Singh Gill, Huddersfield

UN SQUADRON:
2,589,900 Scott White, Newbury park, Essex

SUPER SCOPE:

BLASTRIS A:
32,500 David Walker, Beddau, Mid Glam
BLASTRIS B:
22,650 David Walker, Beddau, Mid Glam
LAZER BLAZER A:
885,000 David Walker, Beddau, Mid Glam
LAZER BLAZER B
2,874,450, Phil Roscoe, Whiston, Merseyside
LAZER BLAZER C:
1,286,400 Steven Newman, Gosport, Hants
MOLE PATROL:
9,999,999 (level 30) Nicola Watts, Brighton
SCOREMONITOR: It's apparent that the score refuses to clock, so this is where we shall leave Mole Patrol - no more scores please.

NES:

CALIFORNIA GAMES
(BMX)71,420
(HALF PIPE)14,111
(FOOTBAG)145,470
Scott Mackenzie, Holmes Chapel, Cheshire
This is just a taste of the more interesting scores from the new annointee. Everyone work harder.

CASTLEVANIA:
1,565,000 Robert Deacon, Plymouth, Devon

CHIP 'N' DALE
1209 Adam Ford, Minehead, Somerset

DOUBLE DRAGON:
113,785 Henry Forster, Normanton, W Yorks

DUCK HUNT:
720,000 Mrs Alison Mason, Herne Bay, Kent

ORES

Valhalla; The mythic resting place of the Norse heros. Where brave conquerors spent their immortal days, quaffing Carlsberg and knowing their deeds would outlast the end of the mortal world. A bit like the Score Monitor's parlour for the High Score-inclined, where the good and the great mingle and share the eight-figure numerals of their glorious triumphs. Now is the time for this museum of the dextrous to be opened for viewing to the general public. And if you aspire to join them, let me know by filling out the form you'll find on this very page and you too could achieve eternal fame throughout the world.

The Score Monitor (Mk IV)

SCOREMONITOR: See Jimmy Chin for developments on this ever controversial game.

DUCK TALES:
$11,650,000 Greg Blair, Dunfermline, Fife, Scotland

GAUNTLET II
17,380 Jonathan Burnett, Cramlington

GREMLINS 2:
5246 Robert Wood, Seaforth, Liverpool

HOOK
2,170,400 Angus Swan, NMS

HYPER SOCCER:
67-0 Sarbjit Singh Gill, Huddersfield, W Yorks

MARBLE MADNESS
44,320 Carl Smith, Rugby, Warwicks

MEGA-MAN:
11,101,600 Steffen Sletvold, Norway

NINTENDO WORLD CUP:
51-0 Andrew Dinneen, Waterbeach, Cambs

PROBOTECTOR:
1,518,000 Steffen Sletvold, Norway

SNAKE, RATTLE AND ROLL
207,300 Carl Smith, Rugby, Warwicks

SUPER MARIO BROS:
679,950 PhilipCook, Childwall, Liverpool

SUPER MARIO BROS 3:
1,610,200 Micheal Fenn, Worksop, Notts

GAME BOY:

BART ESCAPES FROM CAMP DEADLY
374,712 Danny Offield, Ilfracombe, Devon

BATTLETOADS
36,270 Bob Pullen, Doncaster, S Yorks

BURAI FIGHTER
6291 Sarbjit Singh Gill, Huddersfield, W Yorks

DOUBLE DRAGON II:
22,781 Sarbjit Singh Gill, Huddersfield, W Yorks

CHOPLIFTER 2
7250 Tim Johnson, Reading, Berks

CONTRA
364,700 Bob Pullen, Doncaster, S Yorks.

KIRBY'S DREAM LAND
464,280 Gavin Richardson, Bishops Stortford, Herts

LOONEY TUNES
15,673 Jonathan Walker, Beddau, Mid Glam

NAVY SEALS:
102,500 James Harding, Sturminster Newton, Dorset

NINTENDO WORLD CUP:
97-0 Sarbjit Singh Gill, Huddersfield, W Yorks
SCOREMONITOR: One of the few scores of Mr Gill that have been allowed. Heavily outweighed by his sins. See below.

PITFIGHTER:
$1,432,840 Anthony Druce, Henley on Thames

REVENGE OF THE 'GATOR
1,970,810 Gary Male, Finedon, Northants

R-TYPE
89,950 Bob Pullen, Doncaster, S Yorks

SUPER MARIO LAND:
520,190 Gareth Jones, Stockport, Cheshire

SUPER KICK OFF
10-0 Ian Lea, Wigan, Lancs

TETRIS:
470,935 Penny Teags, Southampton

TURRICAN:
1,167,350 Robin Andrews, Dalkeith

TURTLES II
63,190 David Walker, Beddau, Mid Glam

All in all, this month has left me feeling slightly flaccid. Too many dull scores for dull games - let's see some of the exciting new Super NES games get covered. But now, the unfortunates feel my wrath in...

JIMMY CHIN CORNER

Occasionally, someone comes along who cannot just tell little fibs, and can't even do the big ones properly. Step forward Sarbjit Singh Gill. Though some of his alleged scores may be correct, he pushed it on Addams Family, Parodius and Mario World. Dear, oh dear. Next up is Alison Mason, not an offender, but firmly chastising me for accusing Gareth Potter. As a result of her pleas, his case goes to the high score Court of Appeal. A quick look through Stupidity Central - one Lance Haward (who claims to have a law degree) claims 'well over 1 million' on Kid Icarus. Not really up to our consise standards, Lance. With that I bid you adieu, after a quick look through 'Sad Passport Photos of the Unfortunate, Part 1.'

The Walker Bros - Super Scope terrors, also double as Hellraiser Cenobites and killer dolls from Child's Play.

Paul Burden, who was unlucky enough to visit Trevor Sorbet whilst in his 'Tupperware bowl' period. Truly a hair-don't.

All nicely combed for mummy. Ben Oldfield has good reason to try and score his name off the back of this effort. He boasts now of having 'shoulder-length hair.' Well whoopy doo!

Send Coupons to:
I MAY HAVE A FACE LIKE THE BACK END OF A NUMBER 52 BUT I DO KEEP TRYING, HIGH SCORES, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU

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ADDRESS:

SYSTEM:

GAME TITLE:

SYSTEM:

SCORE/LEVEL:

GAME TITLE:

SCORE/LEVEL:

GAME TITLE:

SYSTEM:

SCORE/LEVEL:
HERE'S MY BESTEST EVEREST PHOTO, AND I'M NOT TELLING FIBS....

Don

fox hu

Nintendo
STARWING
FX
Revolutionary Super FX Micro Chip Creates Special Effects Like Never Before!
SUPER NINTENDO ENTERTAINMENT SYSTEM
PAL VERSION

Forget Starfox. In the UK you'll be getting Starwi

the real thing with the original Super FX accelerat t go

nting.

t's out at the end of May, so if you want

hip, make sure you get a wing, not a fox.

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BY: ACCLAIM PRICE: £34.99

ALIEN 3

In space no one could hear you scream, and the second time round it was war. But in the third instalment of the Alien series, it's hiding in the worst place of all - your Super NES. On its way from Acclaim and set for a June release, Alien 3 is a conversion of the well-received Megadrive game, with Croydon-based programming stalwarts Probe in charge of bringing Ripley and her acid-blooded foes over to the Super NES.

Completely ignoring the film's lack of weapons, Alien 3 is a blood 'n' guts scrolling blast with the shaven-headed Ripley blasting the acid out of an army of aliens whilst simultaneously trying to rescue the inhabitants of the prison world of Fiorina from impregnation. Armed with a handy pulse-laser left over from the second film, Ripley starts on the wind-torn surface of the planet before blasting her way through to the prison complex and the connecting tunnels between areas - collecting flame-throwers and grenades as she goes. As with their celluloid counterparts, the Aliens scurry across the ceilings and walls of the complex, and any prisoners they meet are immediately impregnated with a Chestburster. In addition, Ripley also comes up against Facehugger-bearing eggs which should be destroyed as soon as possible.

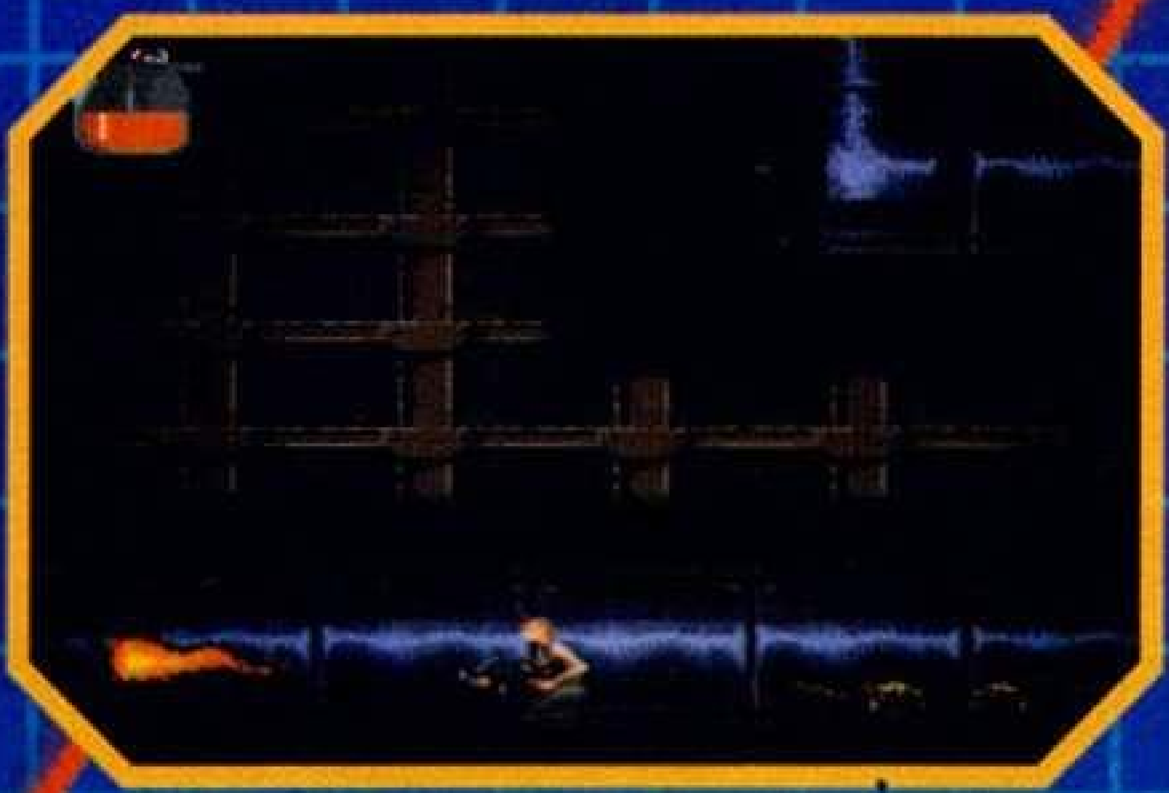
The game is looking pretty smart, but to find out just how well will be revealed when Alien 3 bursts out some time in July.

▲ Stare in horror as the mighty ship hoves into view.

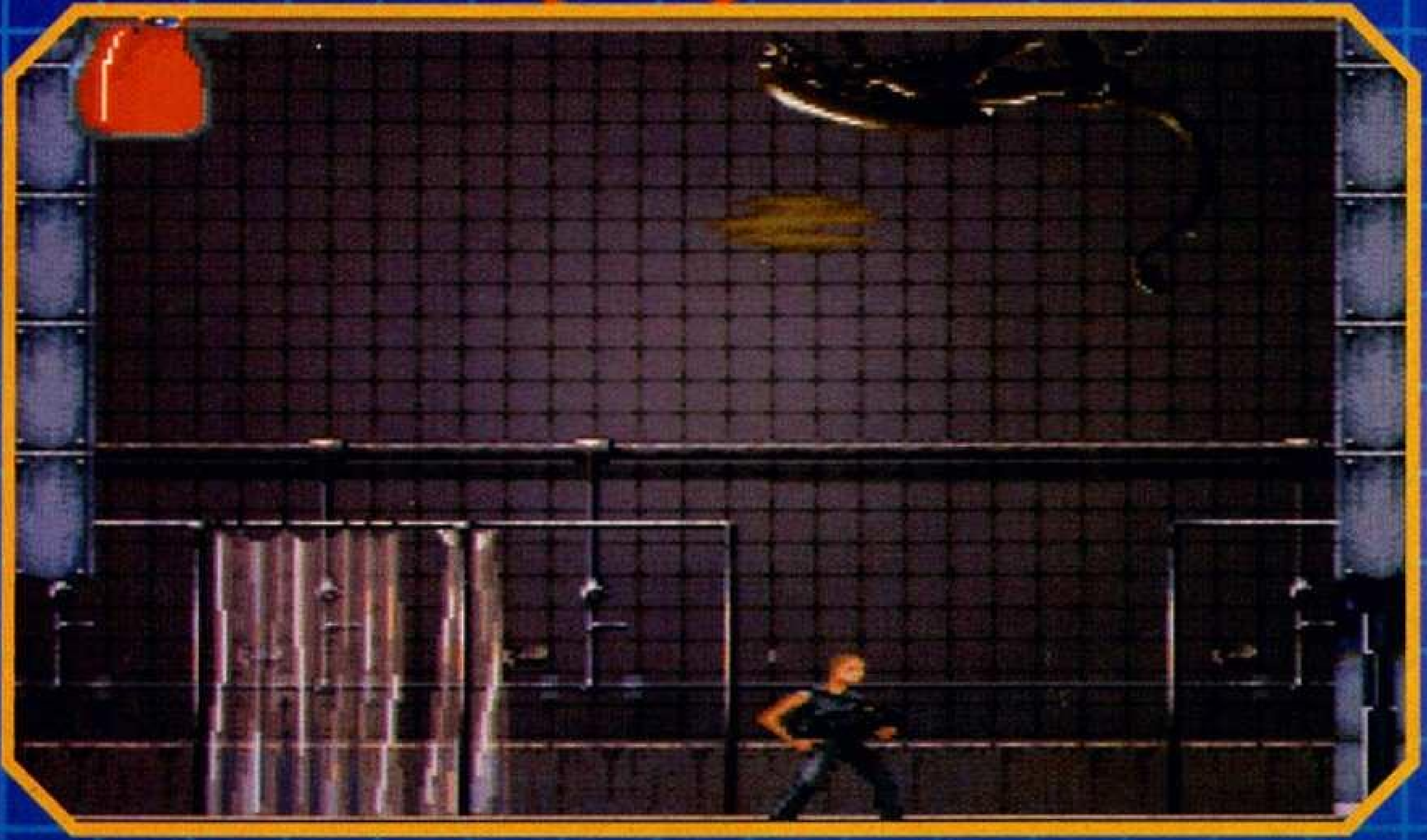
IRE IN CRYOGENIC COMPARTMEN
FIRE IN CRYOGENIC

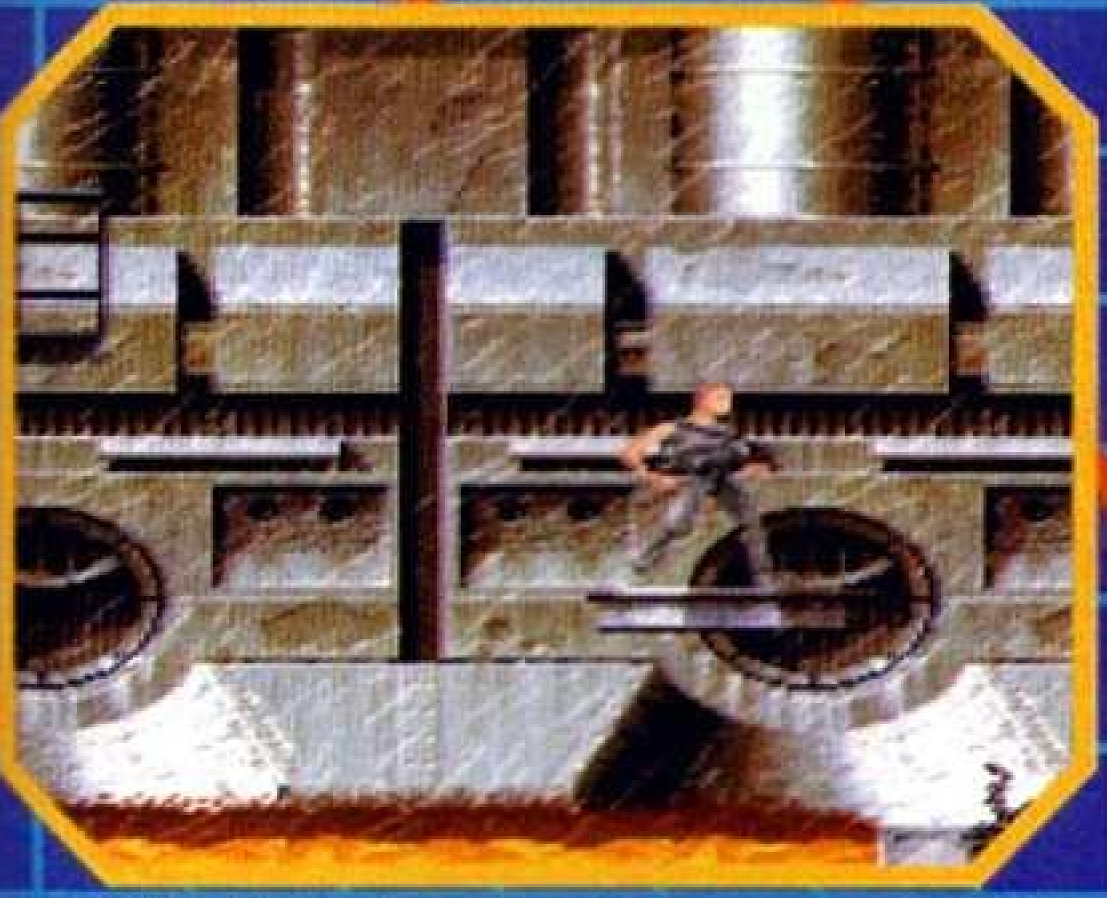
▲ Stare in mild distress at Ripley asleep.

▲ Duncan Goodhew stares in horror at the crash landing.

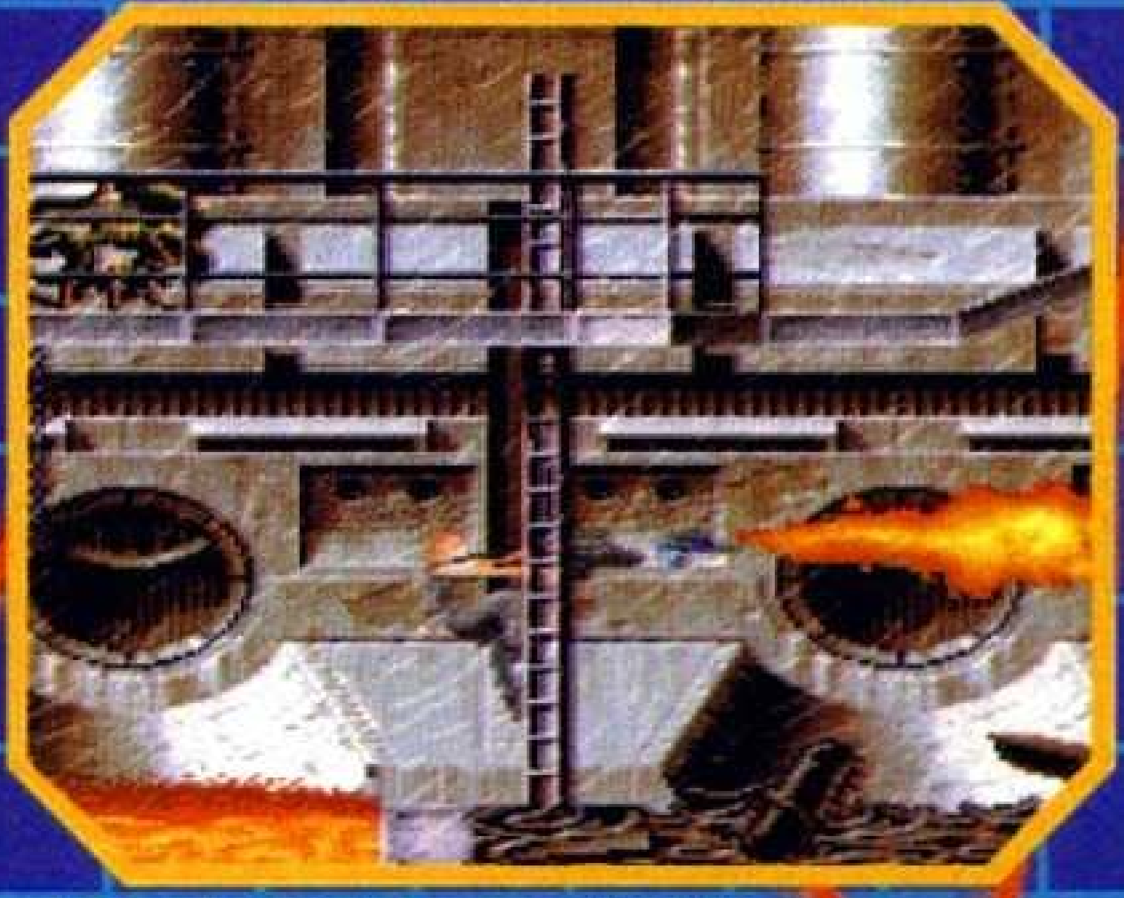


▲ Stare in abject horror at the flying orange slug.

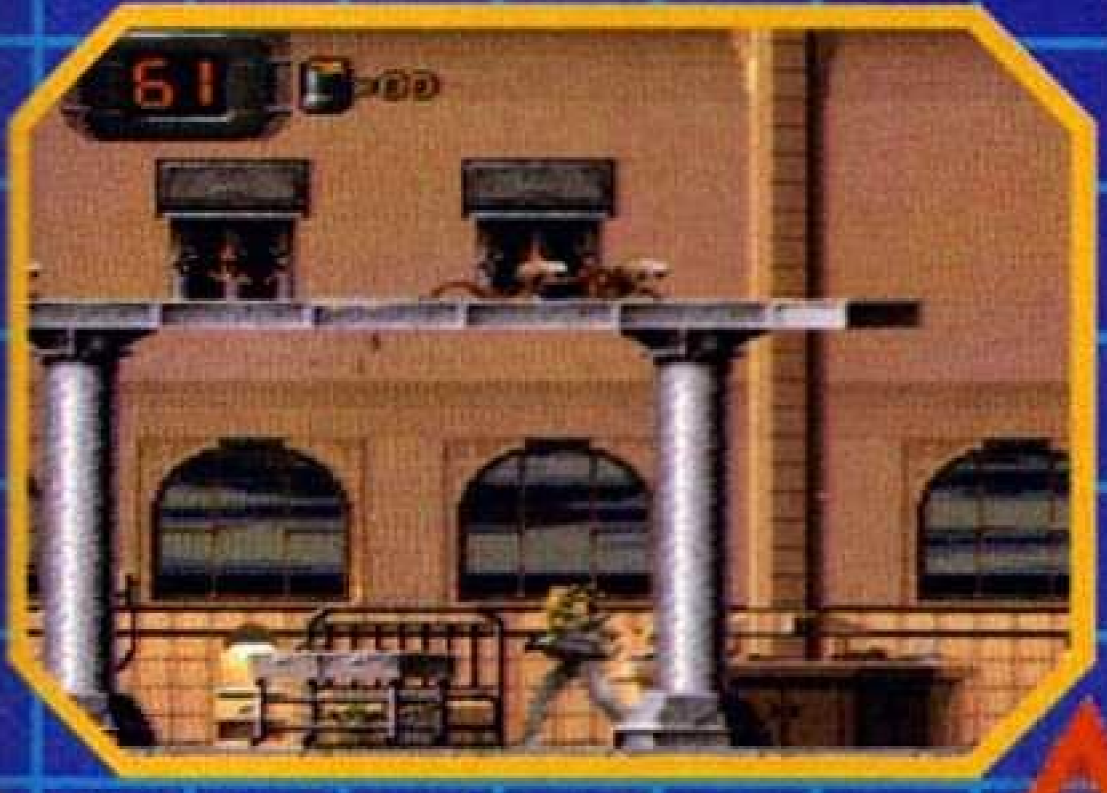




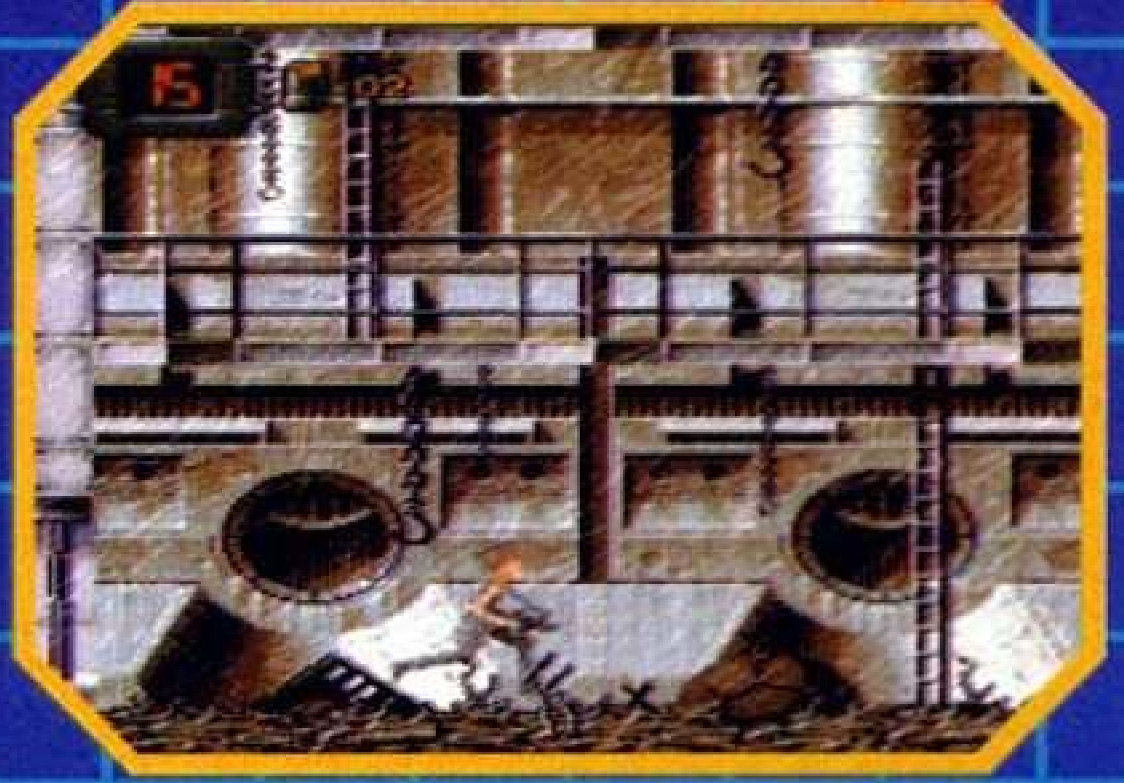
▲ Ripley displays her surfing skills.



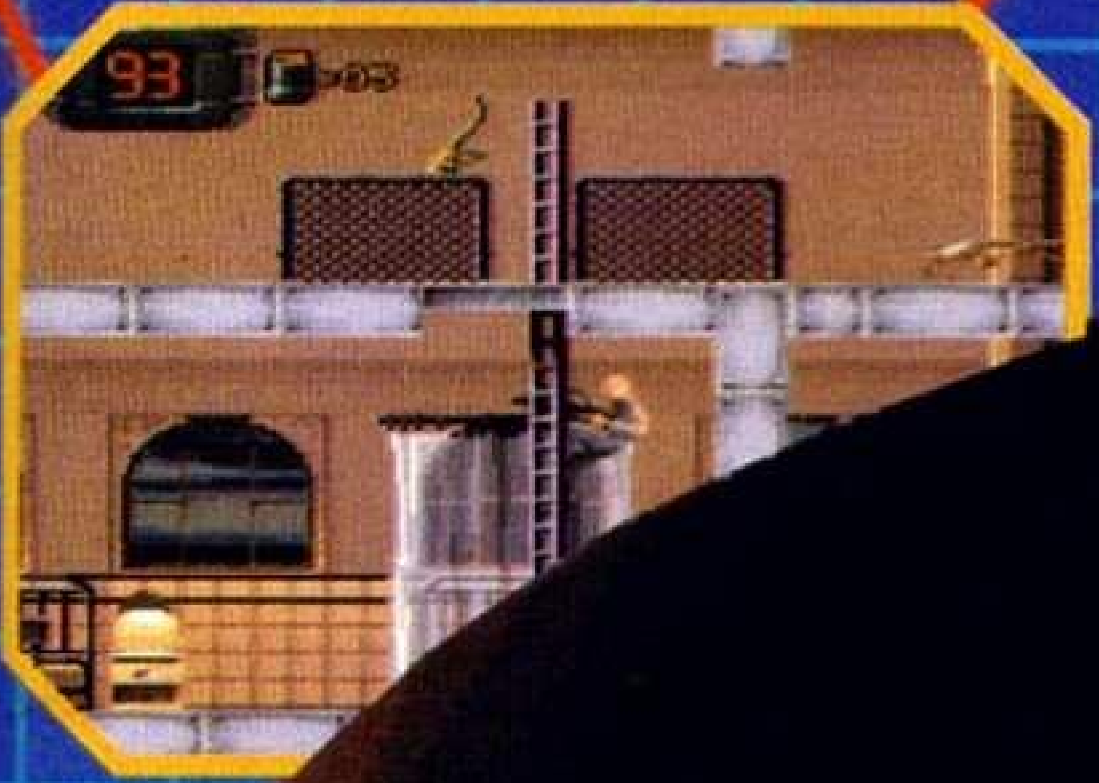
▲ A snake waits to pounce up this ladder.

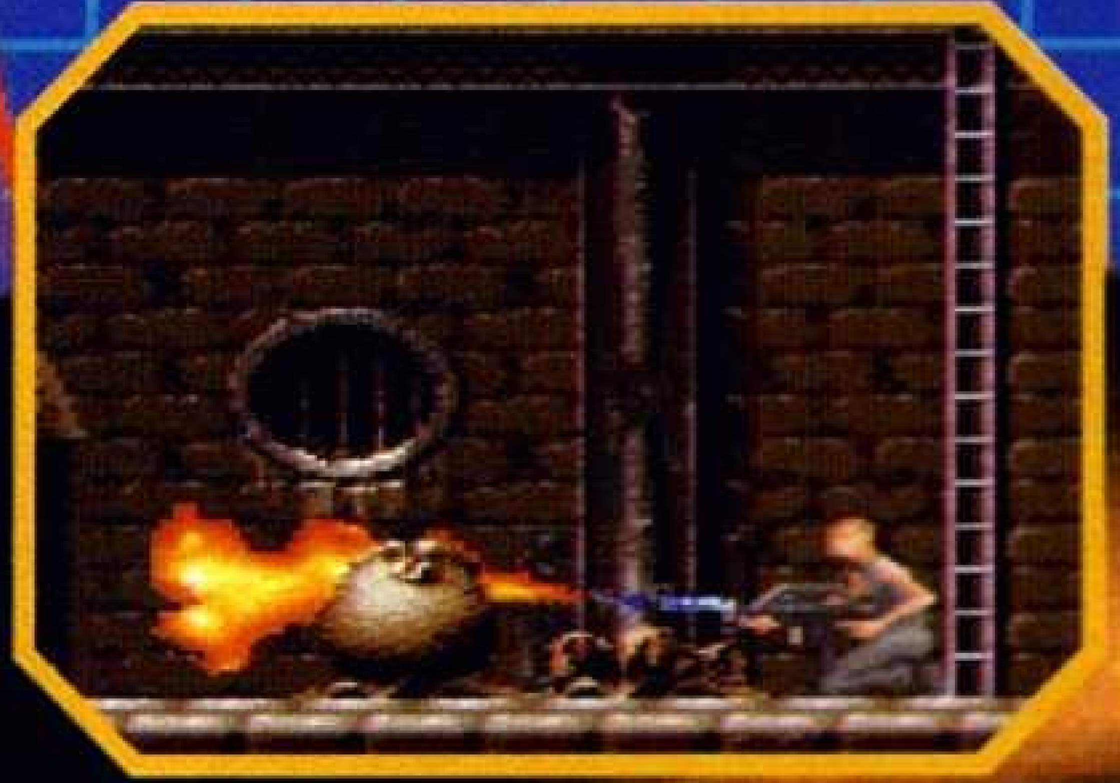


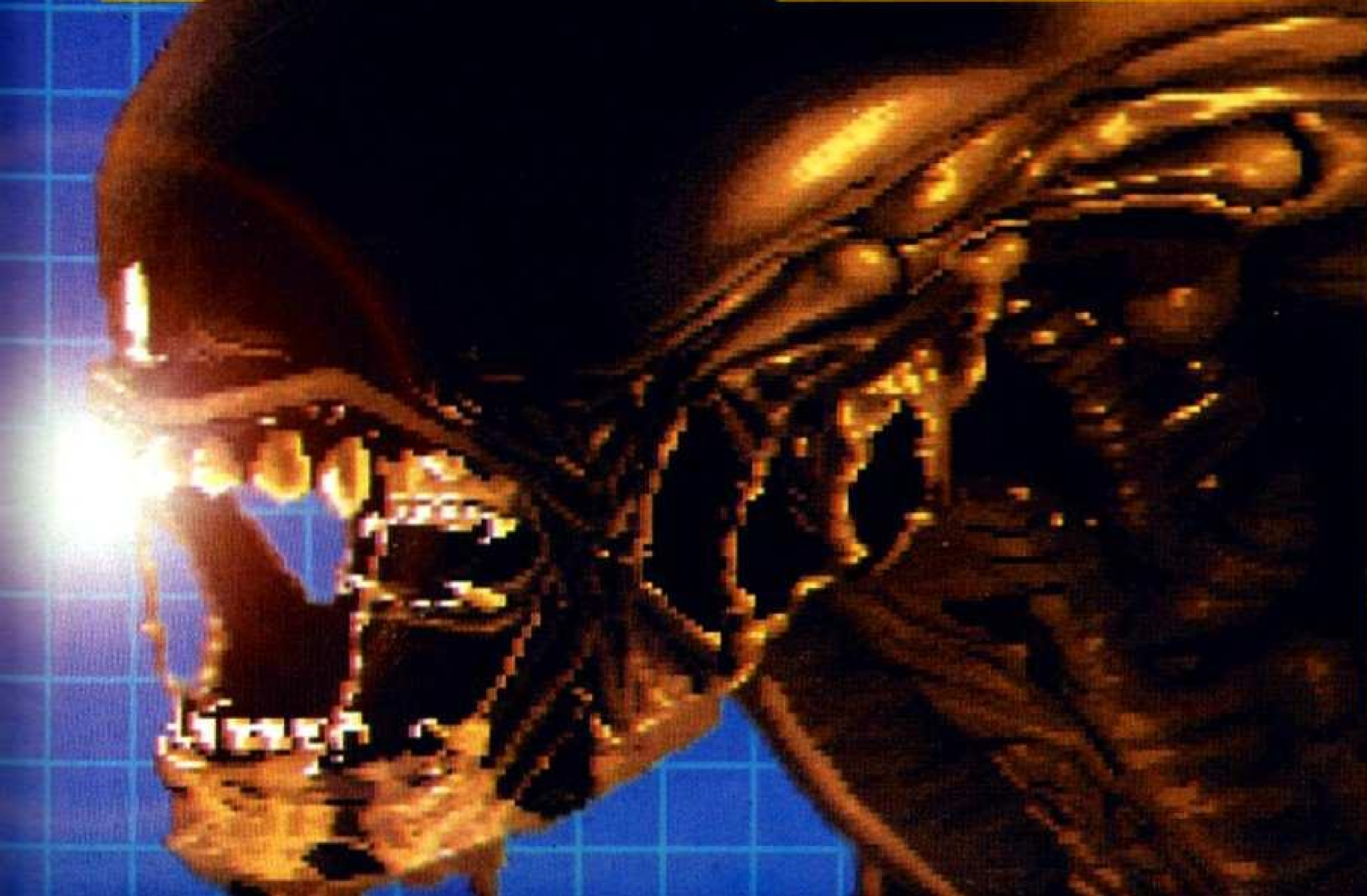
▲ Where are those pesky little devils?



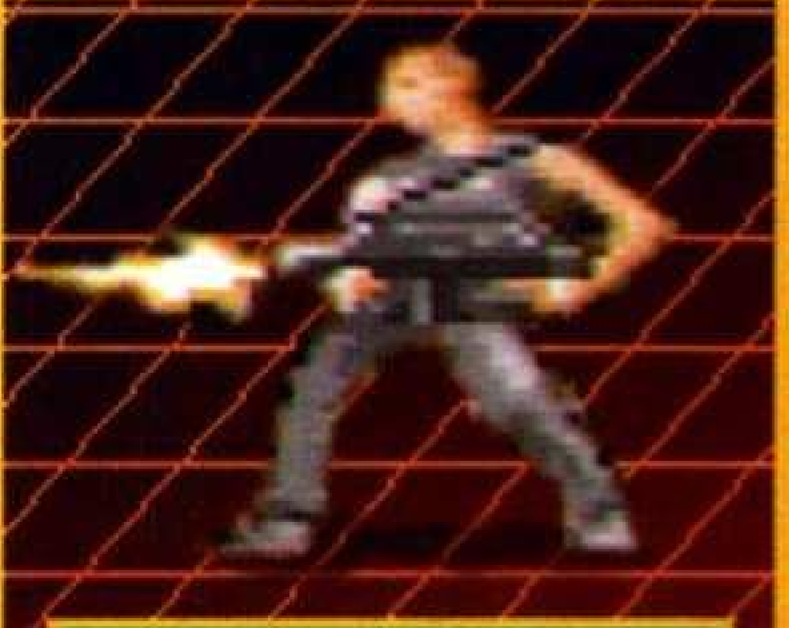
▲ Ooh! Just look at the muck in 'ere!



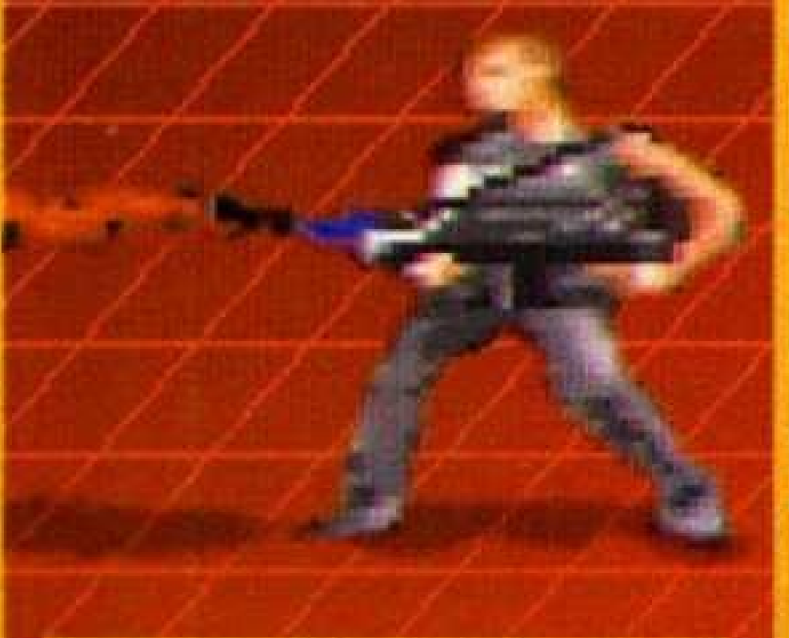




THE WEAPONS

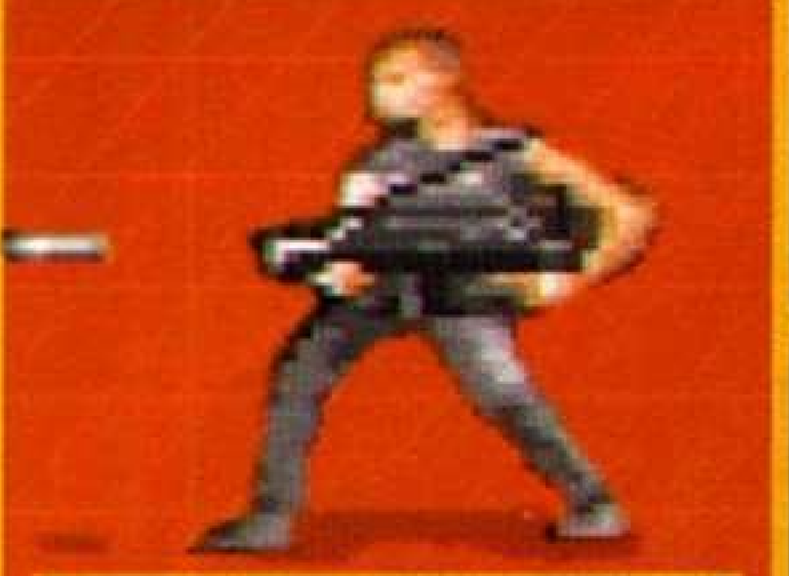


Although she was relatively helpless in the film, Alien 3: The Game arms Ripley with a hefty rapid-firing pulse rifle with which to conquer the alien menace. She also has a motion tracker which details where the prisoners have been stored. Other weapons are also available during the game, including:



FLAME-THROWER

Although visually impressive, the flame-thrower suffers from a short range. However, anything it does hit is incinerated instantly.



GRENADES

These explosives are thrown by hand, and are particularly useful for destroying any aliens hiding in vertical ducts.

GRENADE LAUNCHER

Uses the customary grenades but launches them across a greater range. It also suffers from a slightly slower firing rate.

BY: ACCLAIM PRICE: TBA MEG: 8

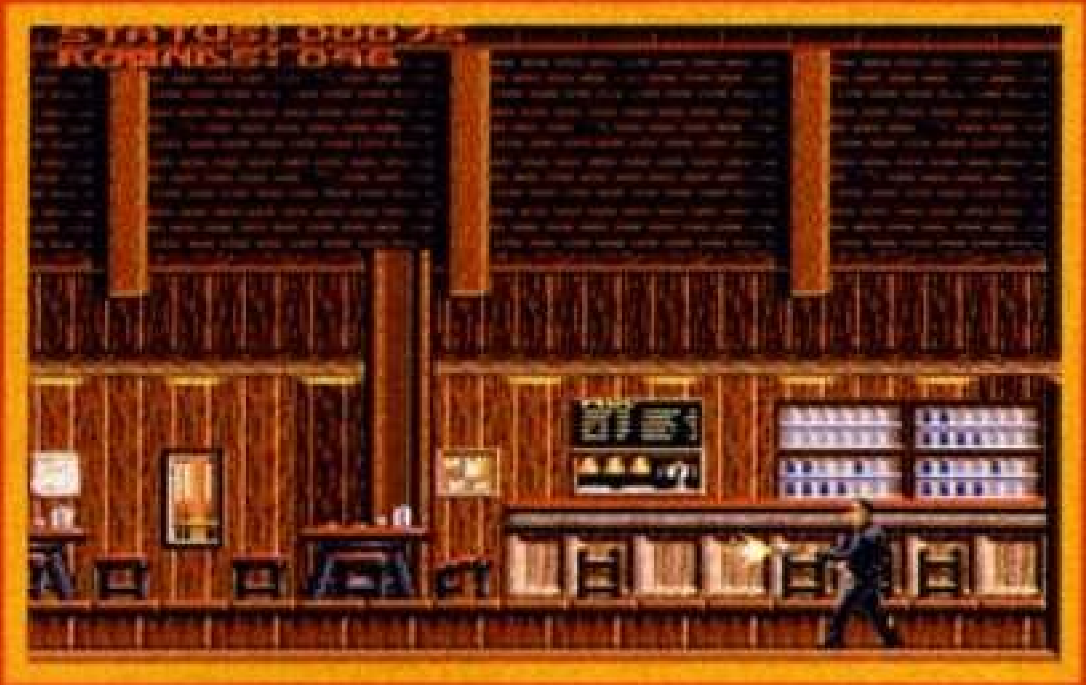
Despite the travesty which was the Mindscape game, Arnie has indeed kept his promise of 'I'll be back' - although this time the company pixellating the big Austrian are Acclaim. The first of two games based on the mega-successful film (the other being the Super Nintendo Scope version, due for release in October), T2 uses a series of gamestyles to recreate key sequences from the film. For instance, as the game demos its forthcoming attractions, the player is shown Arnie arriving at the seedy biker's bar, strutting in naked and acquiring himself a set of boots and leathers!

From here the player assumes control over the T800 as he wanders around searching for 'future objects' which are to be collected before access to the later levels are offered. Initially unarmed bar his fists and feet, Arnie wanders across the scrolling play area in search of weapons, whilst fending off attacks from biker and truckers. From here he enters the drainage channels for an isometric bout of bike-riding where he first encounters young John Connor.

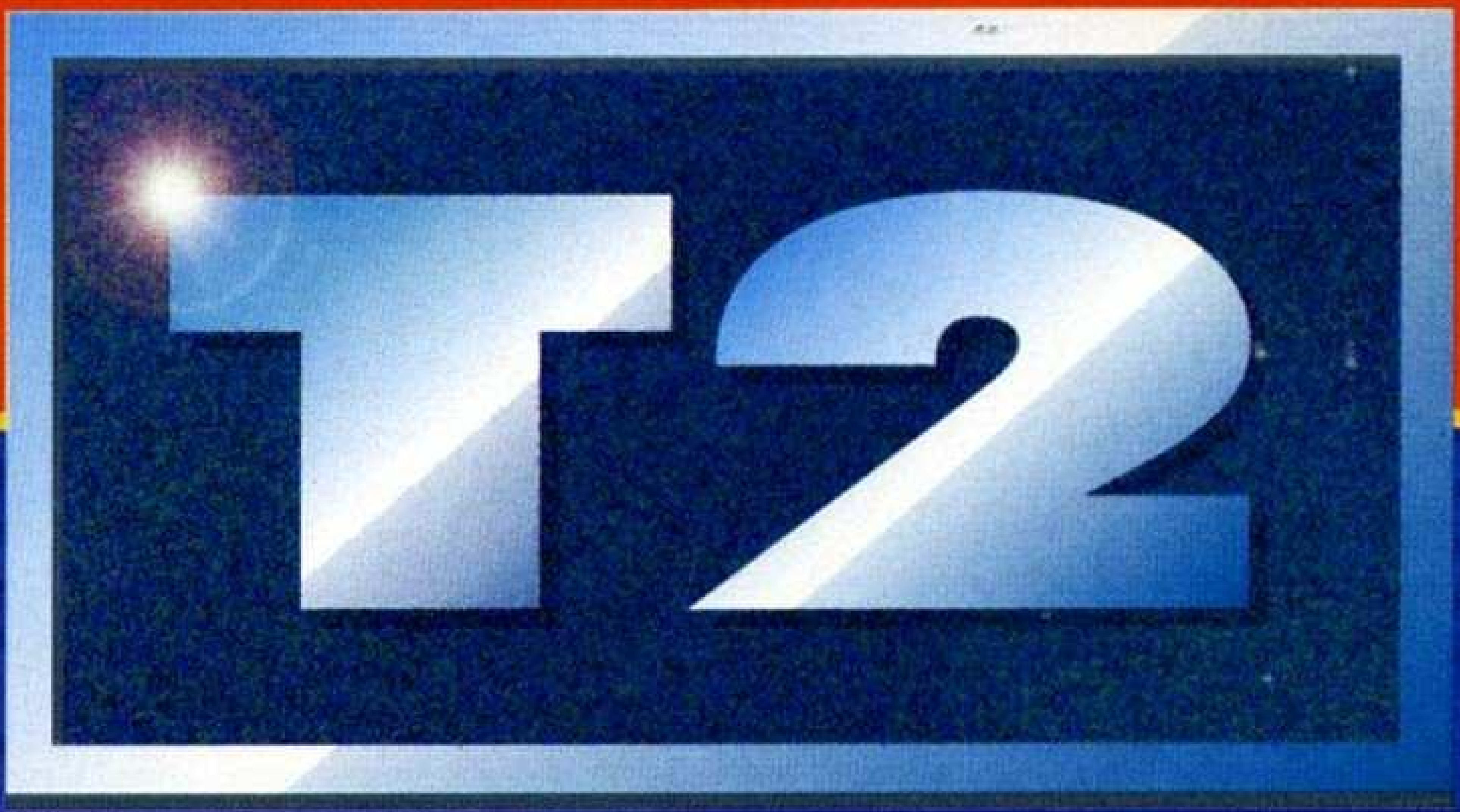
Scene by scene, the film is then recreated as Arnie goes on to rescue Sarah Connor from the hospital, blow up the Cyberdyne building eventually face-off against the pursuing liquid metal T1000 for a final battle in the huge steelworks. The version we have seen is roughly 70% complete, but seems extremely close to the film's plot - with the bike-chase scene looking particularly good. Hopefully, Arnie's second visit to the Super NES will be reviewed next month for your delectation and enjoyment.

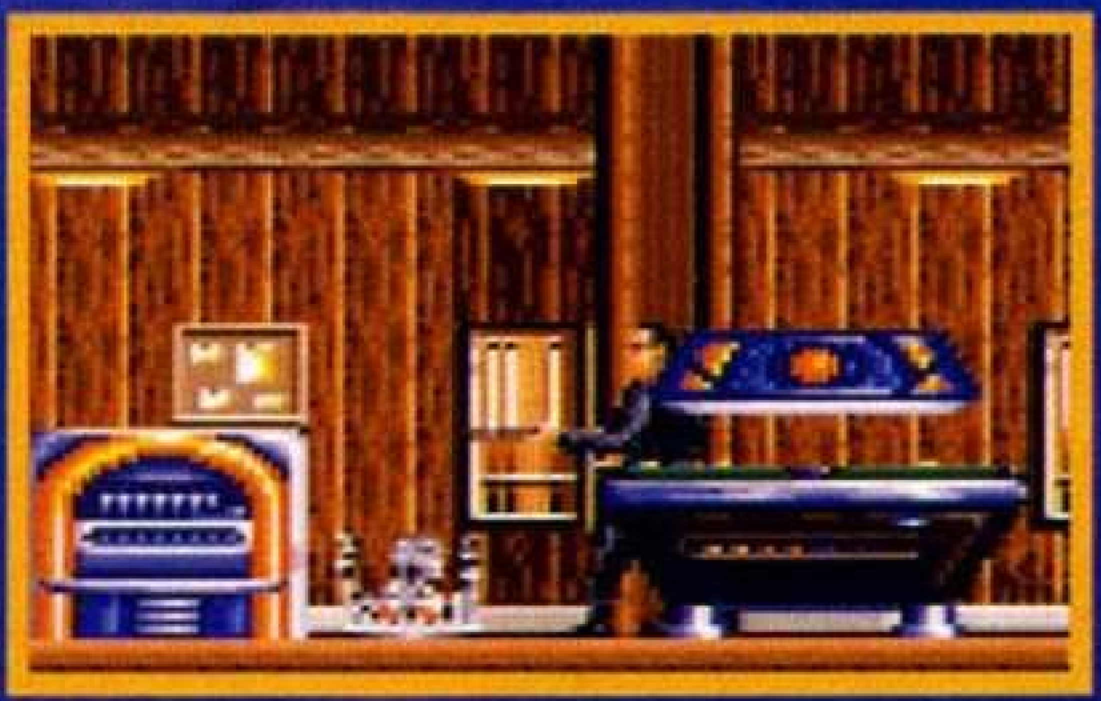
TERMINATOR 2
JUDGMENT DAY

▲ Hmmm. Looks like Fraser wants me to caption the title screen. Well, here goes...T ttt..Ti...

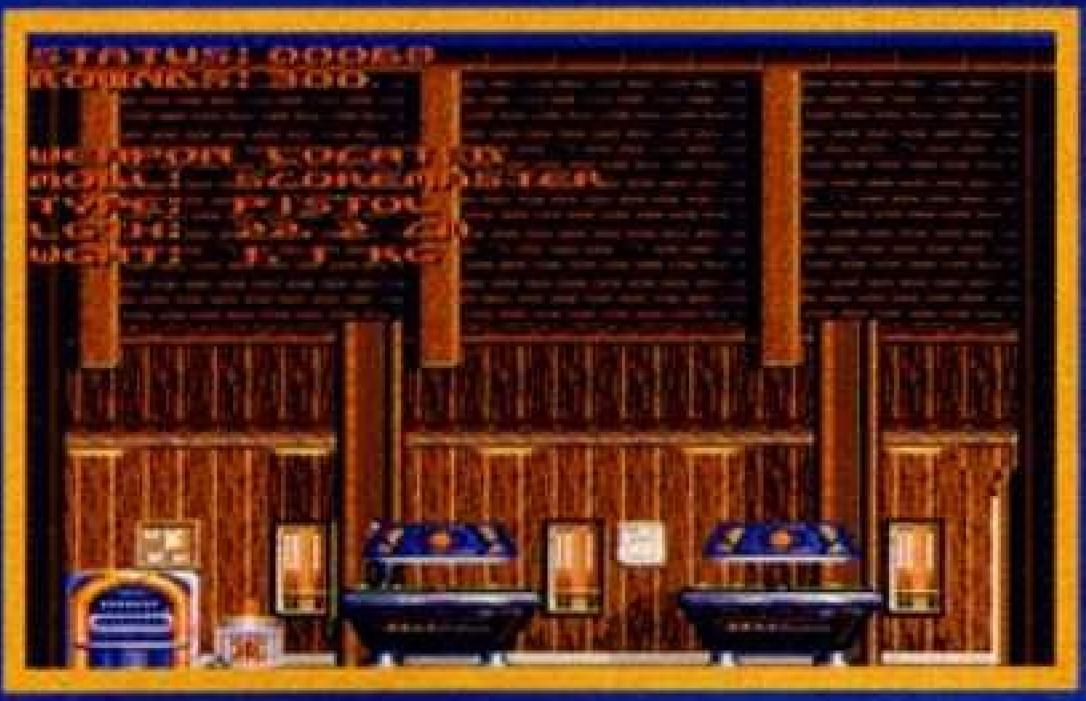


▲ Frustrated at the lack of foes, Arnie takes a pot-shot at absolutely nothing whatsoever!

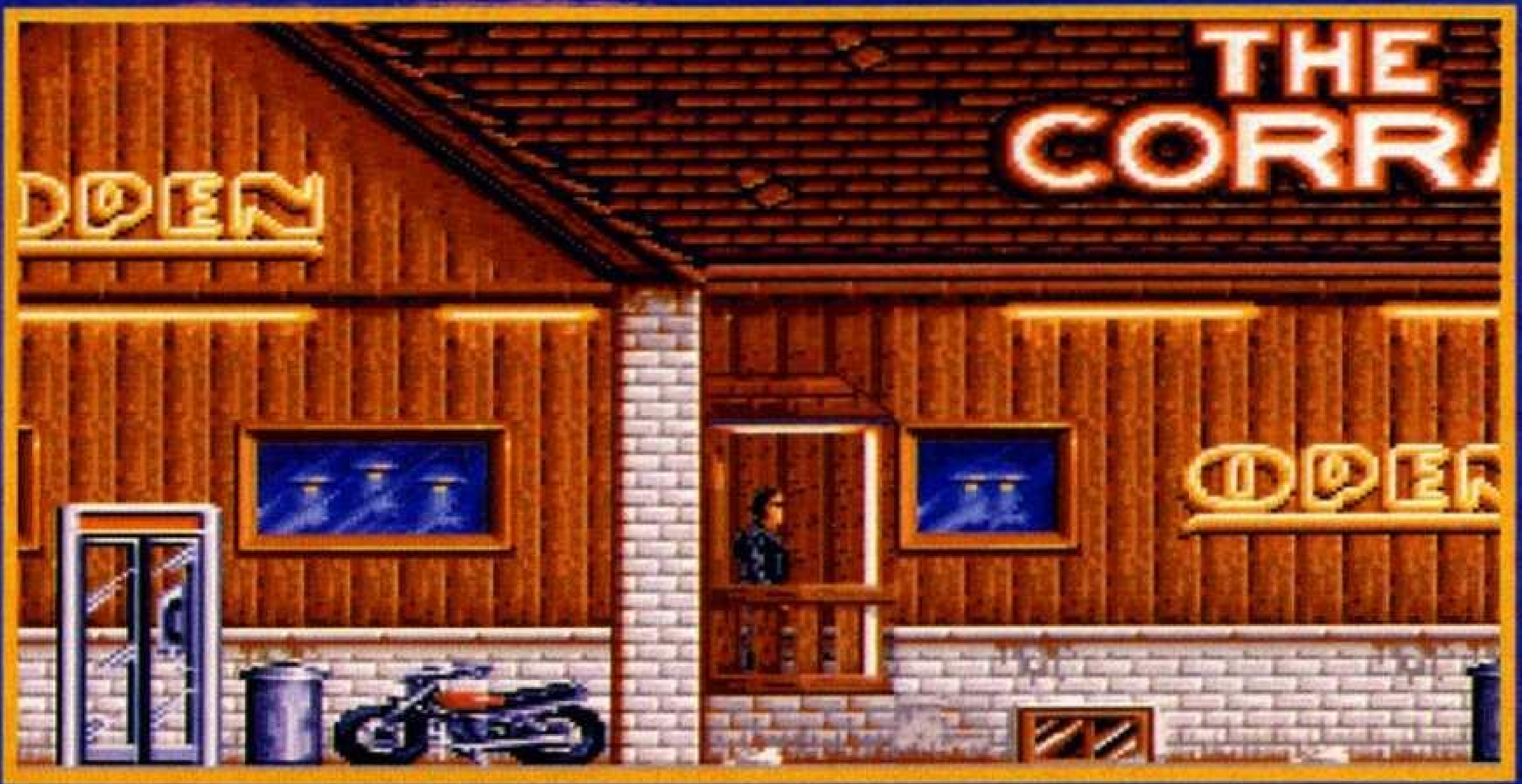


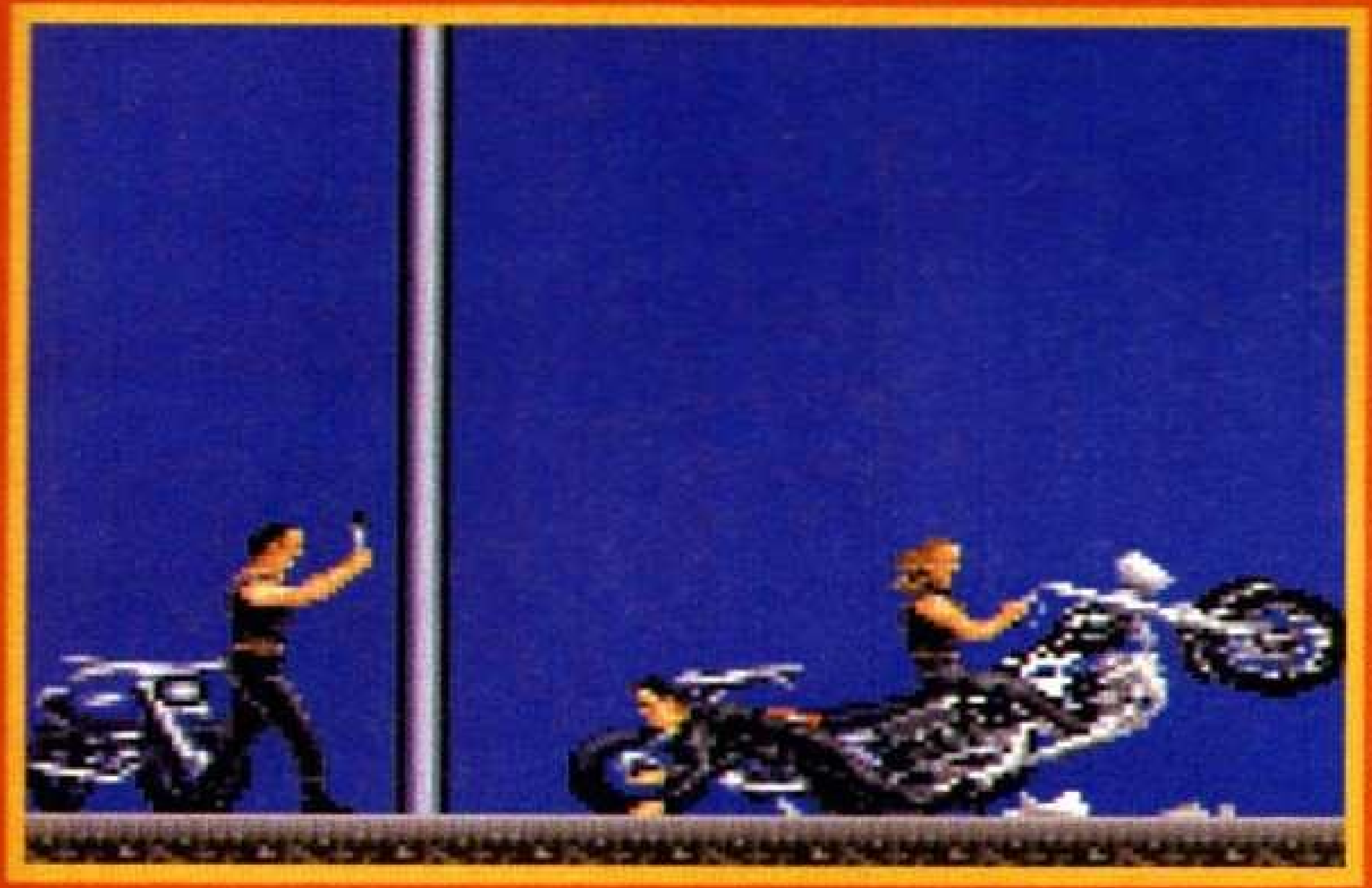


▲ Alright, who put the birdies song on again?

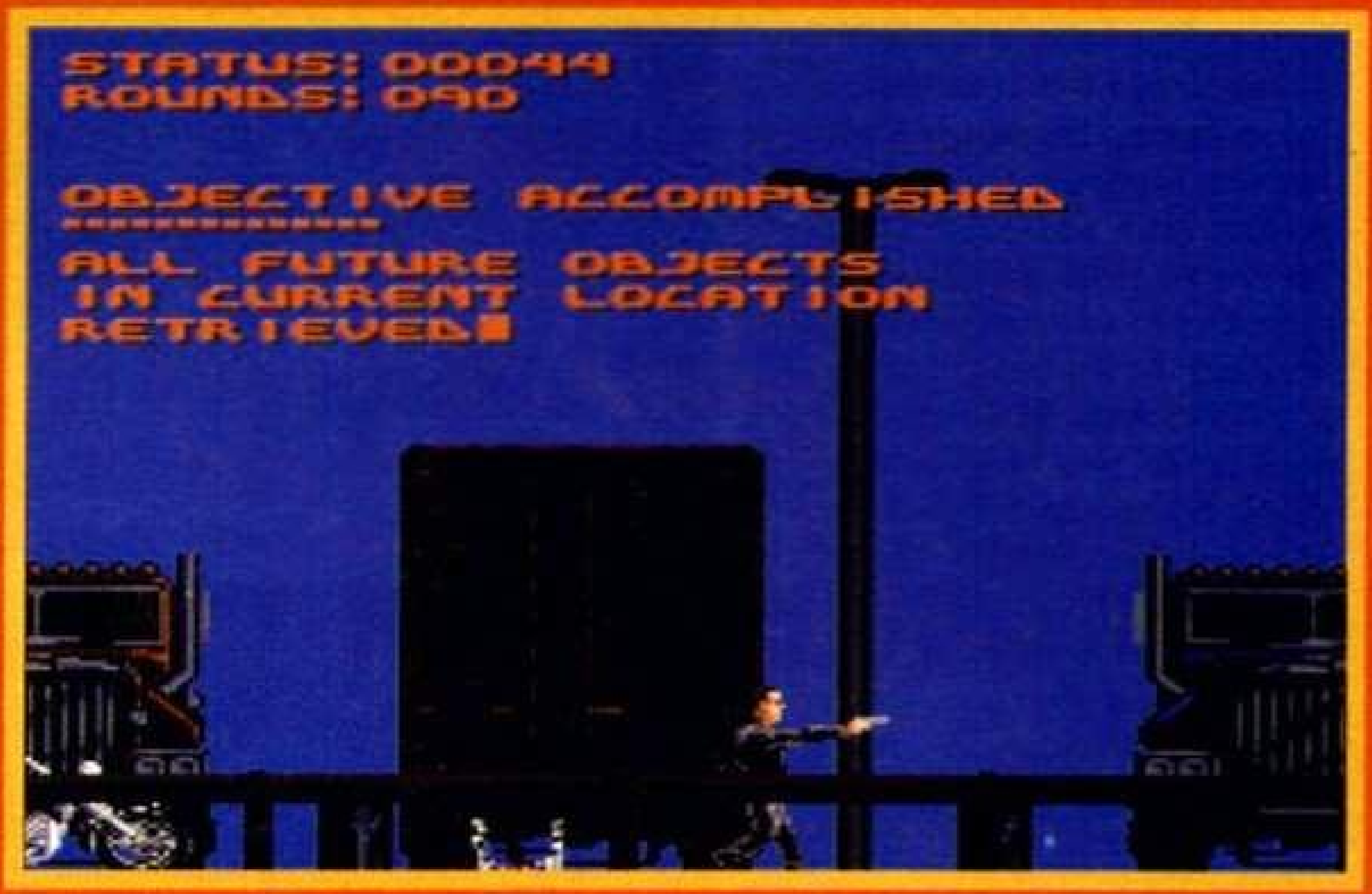


▲ A couple of vacant pool tables, yesterday.





▲ Hey! Stop revving that bike up will you? Darned contacts!

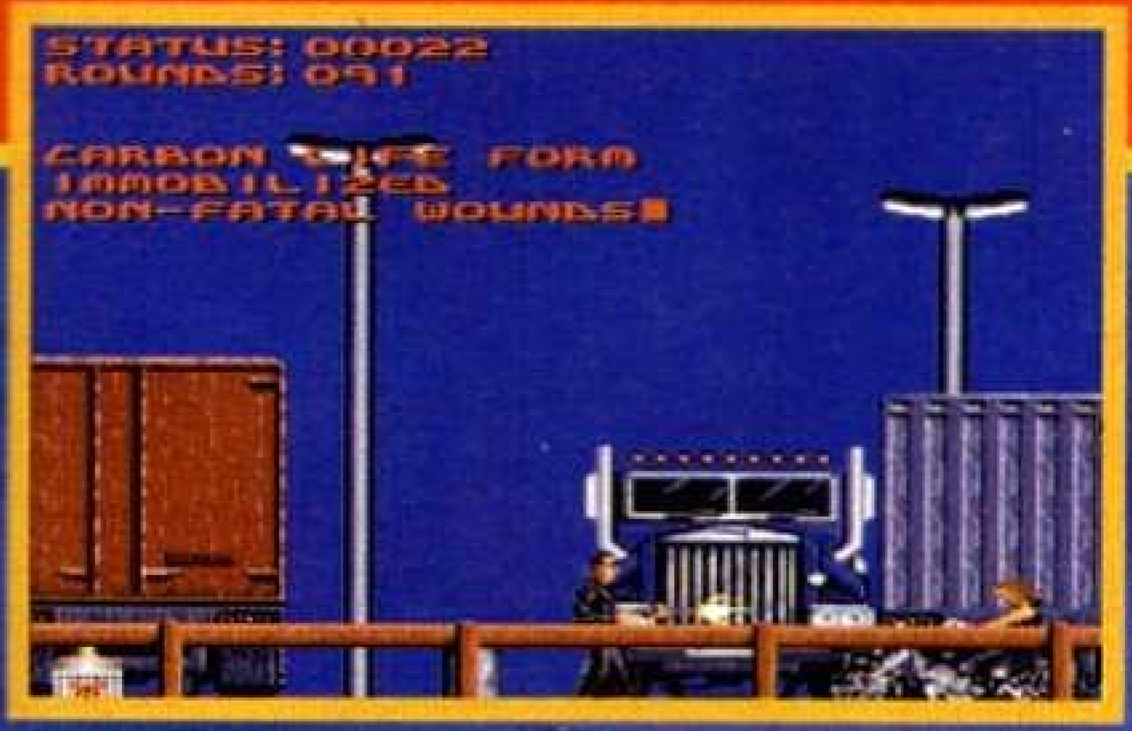


STATUS: 00044
ROUNDS: 090

OBJECTIVE ACCOMPLISHED

ALL FUTURE OBJECTS
IN CURRENT LOCATION
RETRIEVED

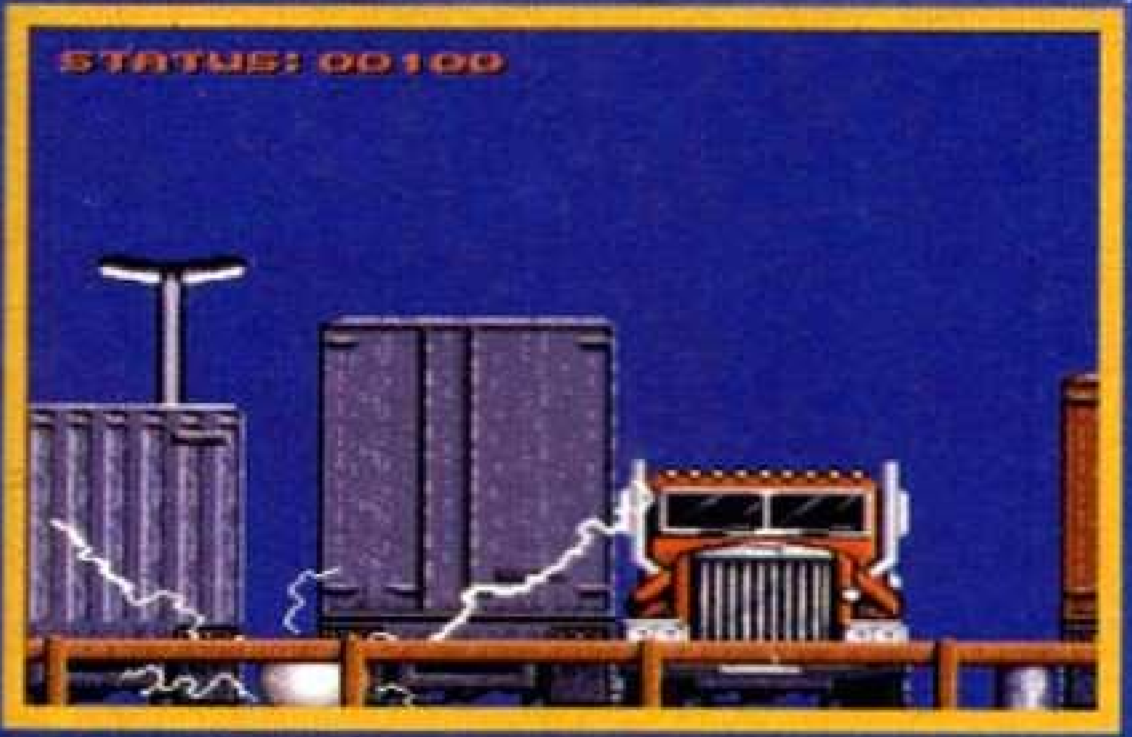
▲ I accuse you, humble lampost, of spilling my pint.



STATUS: 00022
ROUNDS: 091

CARBON LIFE FORM
IMMOBILIZED
NON-FATAL WOUNDS

▲ Have at thee, impudent motorcycling wench.

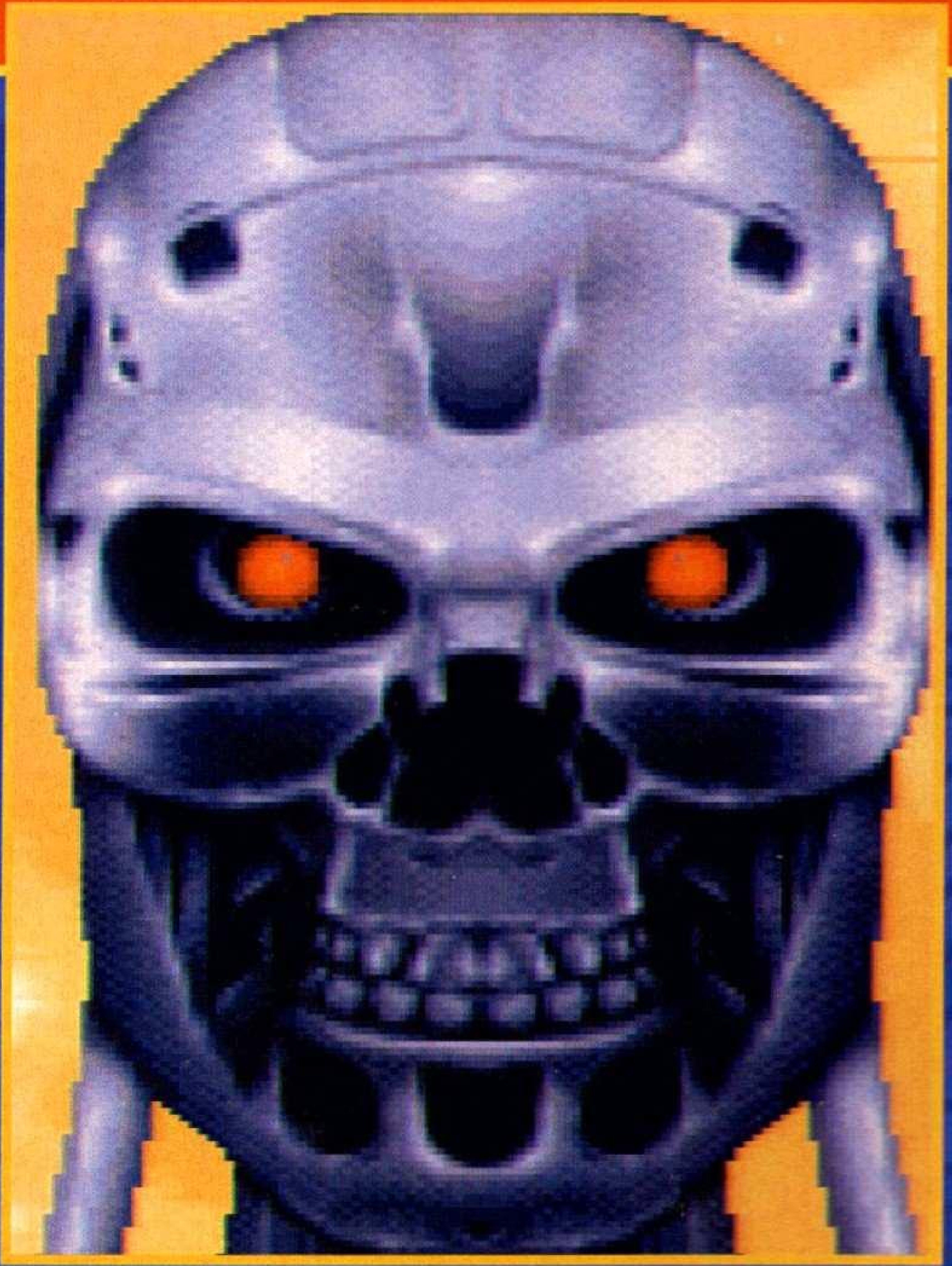


STATUS: 00100

▲ Chilling isn't it, eh readers?

THE OTHER VERSION...

With the arcade/adventure scheduled for an August release, the Super Nintendo Scope-compatible version of the excellent T2 coin-op is hot on its heels. Although there's nothing to see in terms of graphics at the moment, apparently the conversion is very close to the coin-op, with slightly more clarity to the sprites than the Megadrive version. This is the game most Super Nintendo Scope owners have been waiting for, and we'll be taking a more detailed look very soon!

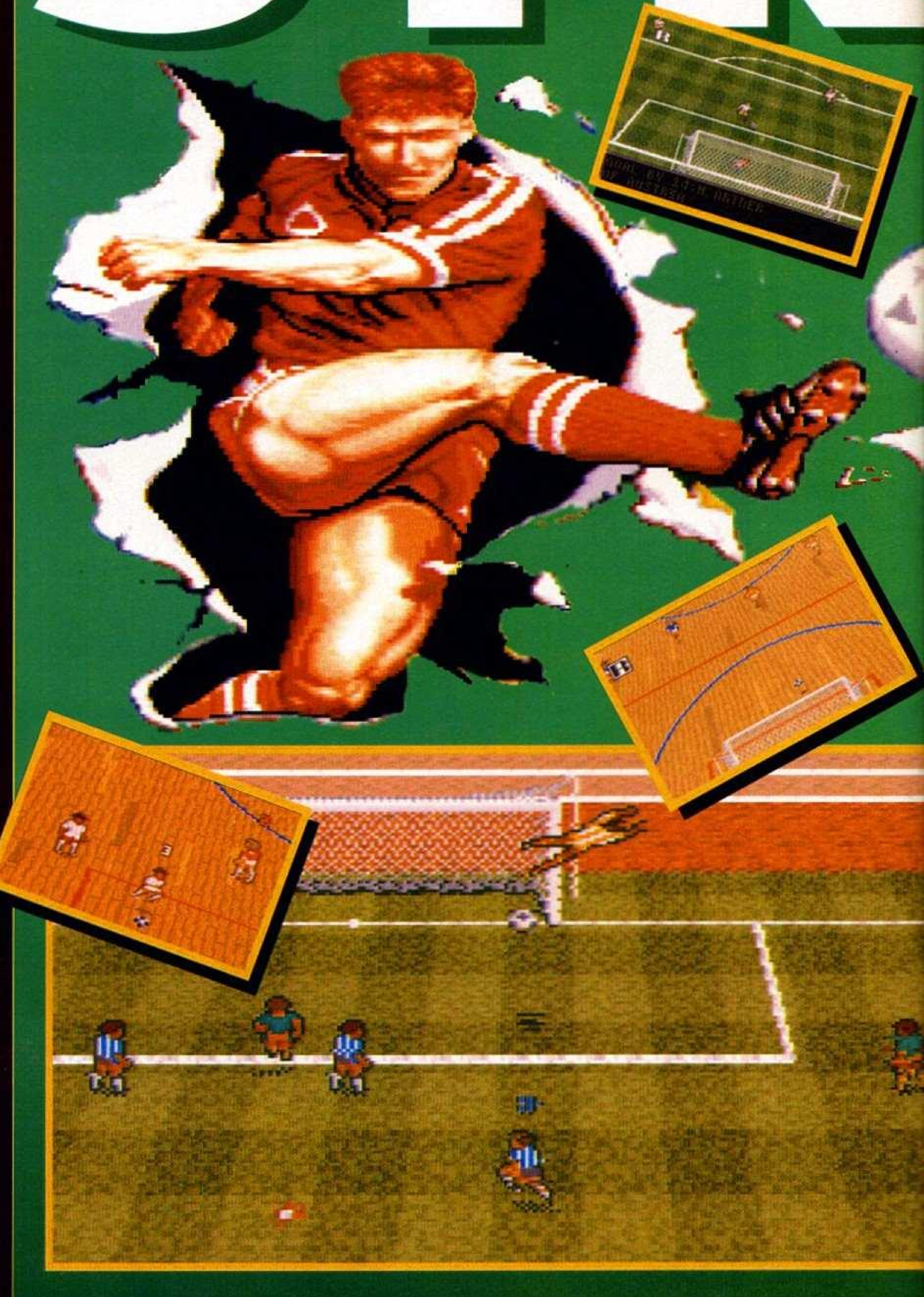


BY: ELITE PRICE: TBA MEG: 4

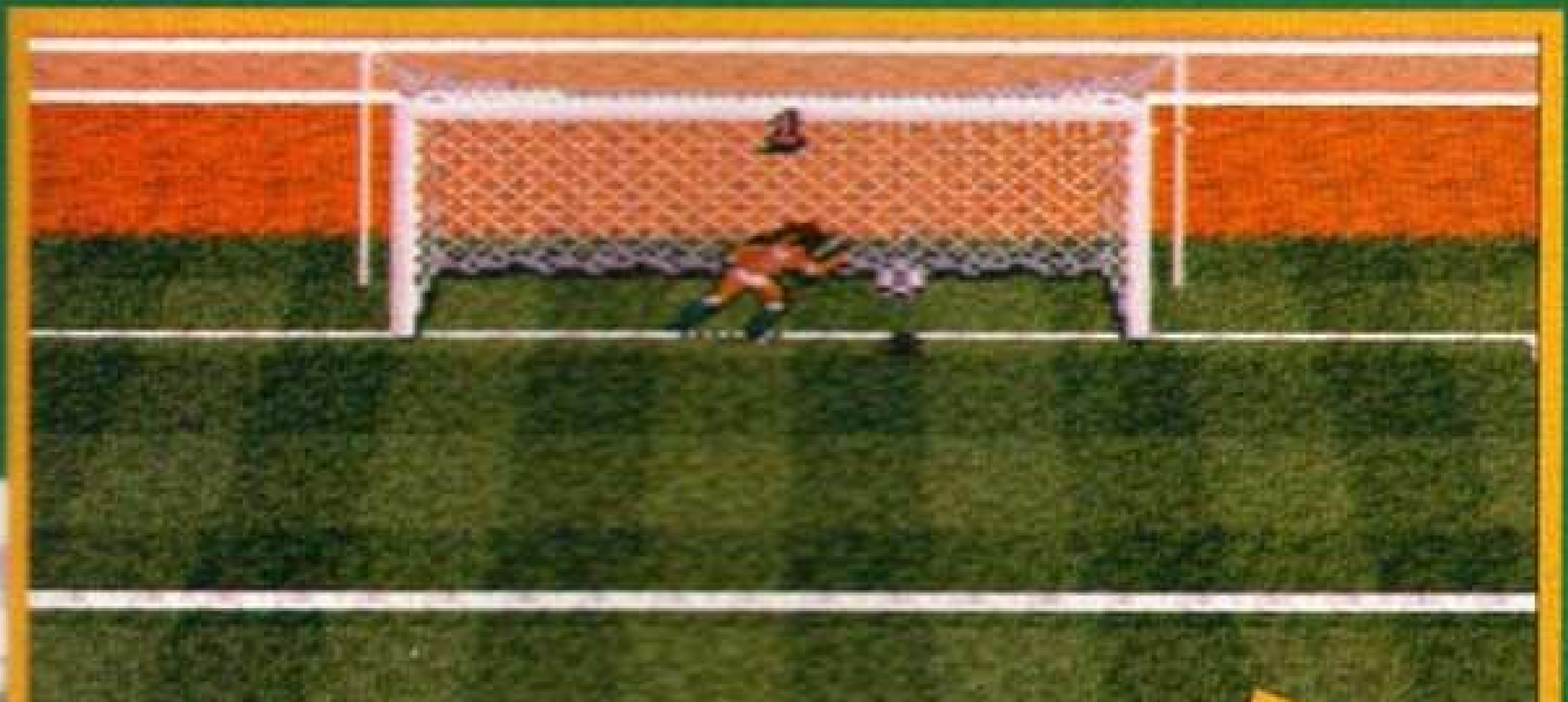
STR

Created by veteran design team, Rage Software, and scheduled for release through Elite, comes Striker, the latest Super NES Football simulation to limber up on the sidelines. Already a huge success in its original Amiga form, Striker differs from the rest of the pack by using forced perspective to display the action. True, this has been attempted before in Super Soccer, but Rage and Elite claim their game features more moves and tactics than Nintendo's effort. Controlling one of the game's twenty plus international sides, Striker allows the player to get to grips with all the usual fouls, passes, free kicks, headers and shots associated with footy. On the Amiga, Striker is regarded as the only real challenger to the classic Sensible Soccer, and Rage are currently expanding the original to make the most of the Super NES' faster graphics and four-button control pad. As the players leg it up and down the scrolling pitch, full rules apply from everything from fouls to off-side, and an invisible ref oversees the matches to ensure fair play. In addition, the players are equally realistic, and perform such daring feats as diving headers, incredible banana shots, and bicycle kicks. Similarly, Striker also uses one of the most accurate free kick systems with the player attempting to bend the ball around the appositions' defensive wall.

Although the game is virtually complete, Striker isn't due out until August - presumably to tie in with the start of the new footy season. A full Review should follow very soon.

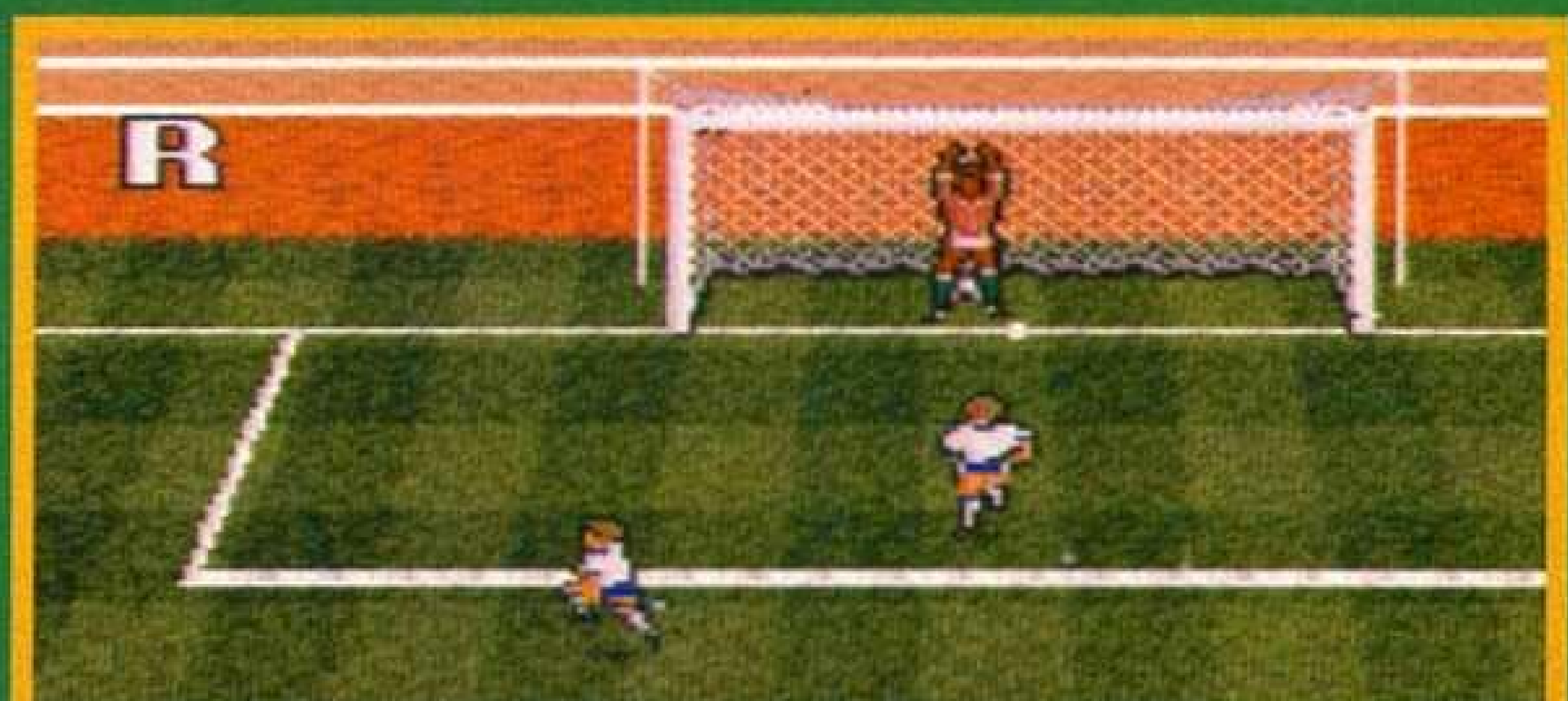


IKER

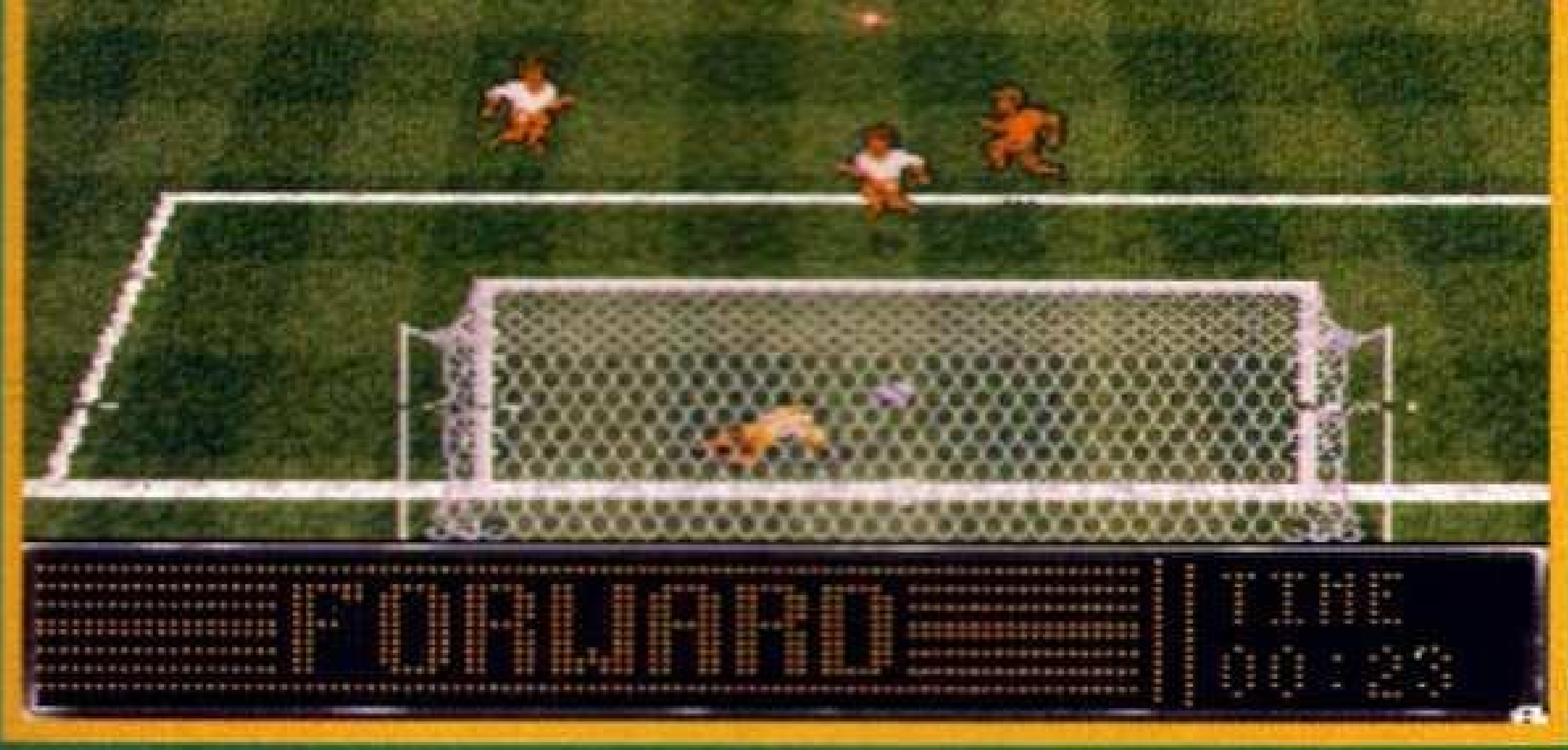


▲ Reach for the ball like the wind, noble goalie.

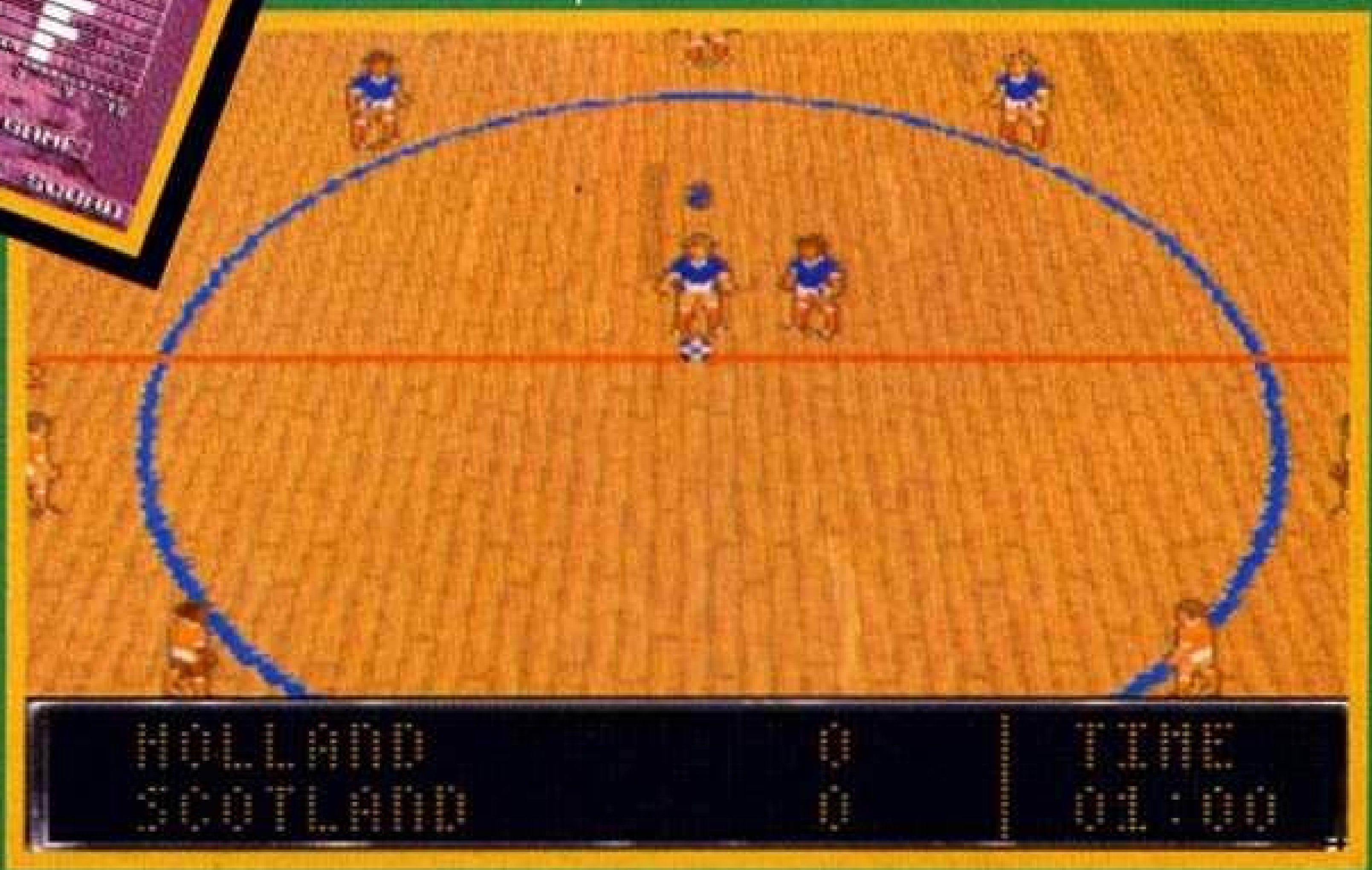
VIEW SQUAD
ARGENTINA
STRATEGY
CHANGE SQUAD



▲ Due to a lack of defenders the keeper resorts to unpleasant underarm odour.



▲ Let us dance and sing. Oh! Happy day!



▲ Er, tell us what have I've got to do again?

PROMOTION HOPEFULS

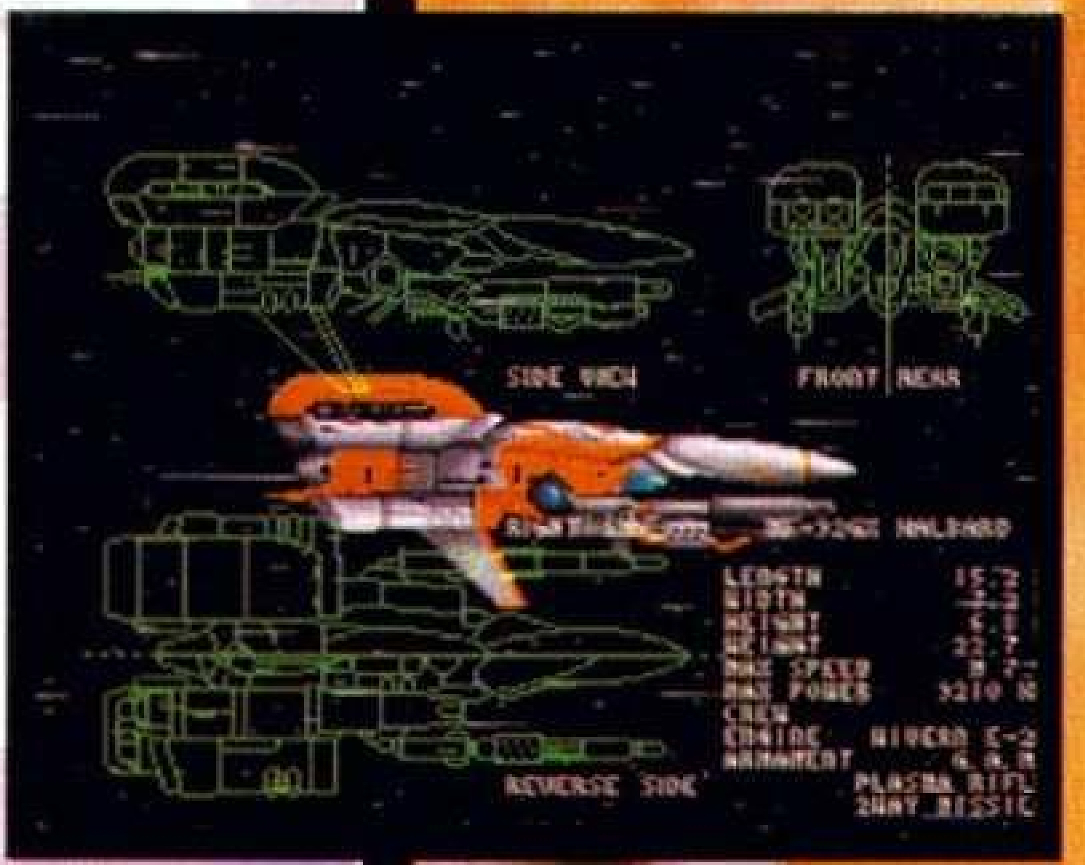
The Super NES footy scene has never looked so busy. With Elite planning a July/August release for Striker, hot on its heels are new footy games from Hudsonsoft, Imagineer and those wacky lads at Sensible Software. Hudsonsoft's game is a World Cup affair, with the player guiding their on-screen team to victory on a horizontally-scrolling pitch against some of the world's greatest teams. Imagineer's effort opts for a more Malcolm Allison approach as they convert Dino Dini's Amiga classic, Player Manager, over to the Super NES. Combining Super Kick Off in-match sequences with all the hassles people like Graeme Souness and Ron Atkinson are used to - banned players, tactics, triple bypasses, etc (actually, that last one's a lie). Finally, and possibly the most anticipated game of the year, comes Sensible Soccer. Developers, Sensi, are keeping this close to their chests, but the Amiga classic is shaping up very nicely - it's just a matter of when it actually comes out!

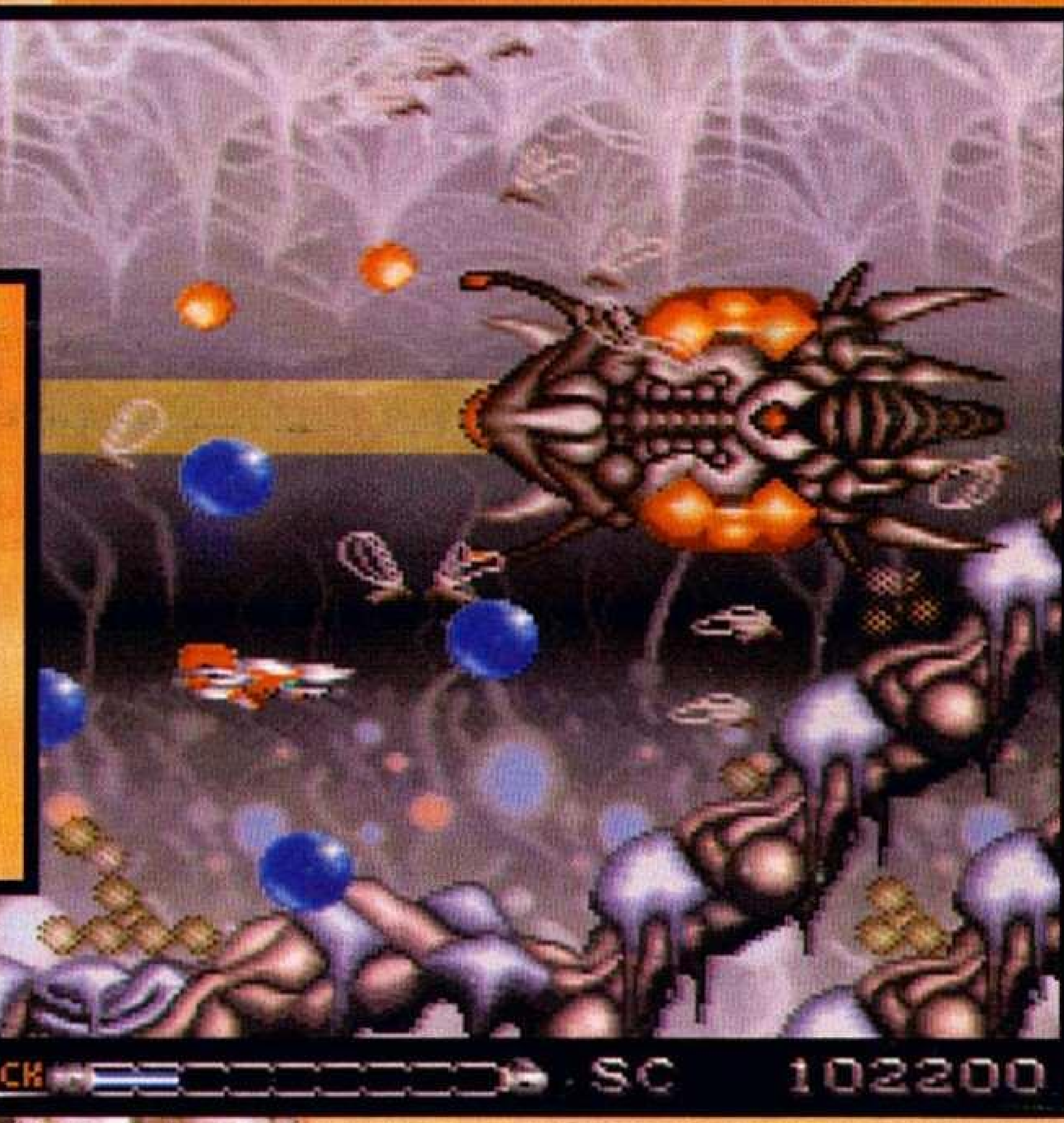
BY: ATHENA PRICE: TBA MEG: 8

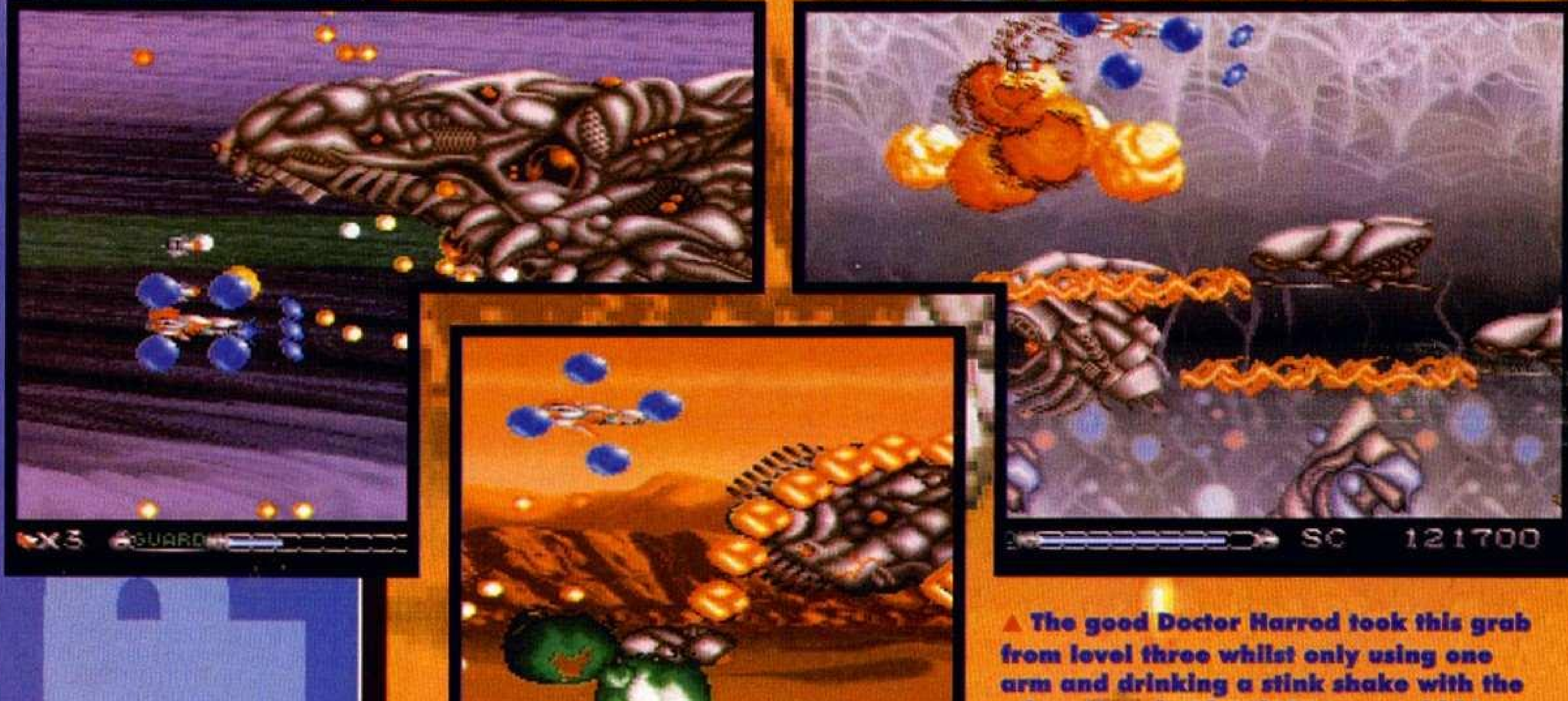
BIO METAL

Currently available in Japan is a new sideways-scrolling blaster from Athena - previously known only for their expensive posters and amusing birthday cards! Its name is Bio Metal and is packed with features, the likes of which we've all seen a thousand or more times before. However, from what we've seen, the screen is constantly busy and so the lack of originality here is made up for by the apparent difficulty level.

Exactly how good the game is remains undecided at present, though it promises some cool effects for the enemy bosses by means of the Super NES' MODE 7 capabilities. The soundtracks are pretty tasty too, but you'll all have to wait until the next issue of NMS to discover whether or not this is as explosive as it looks!



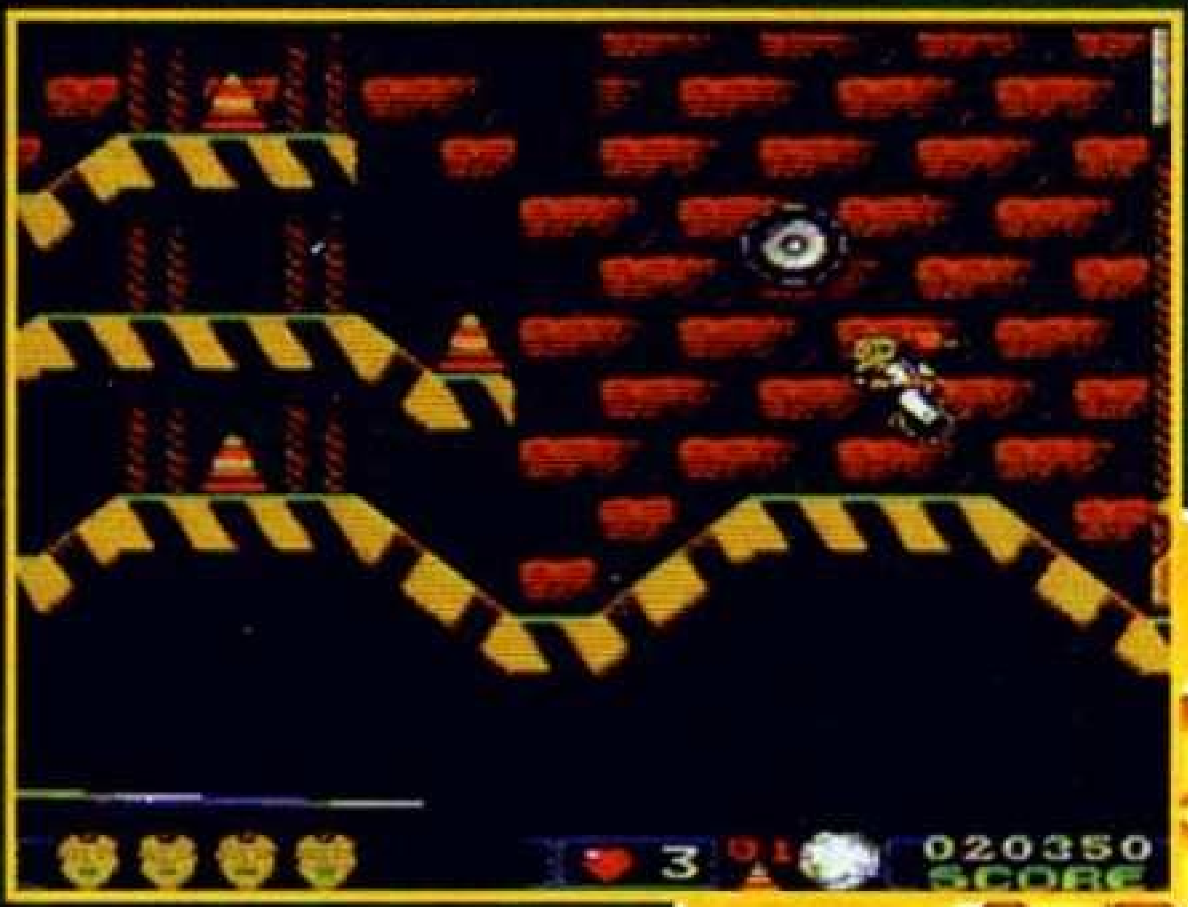


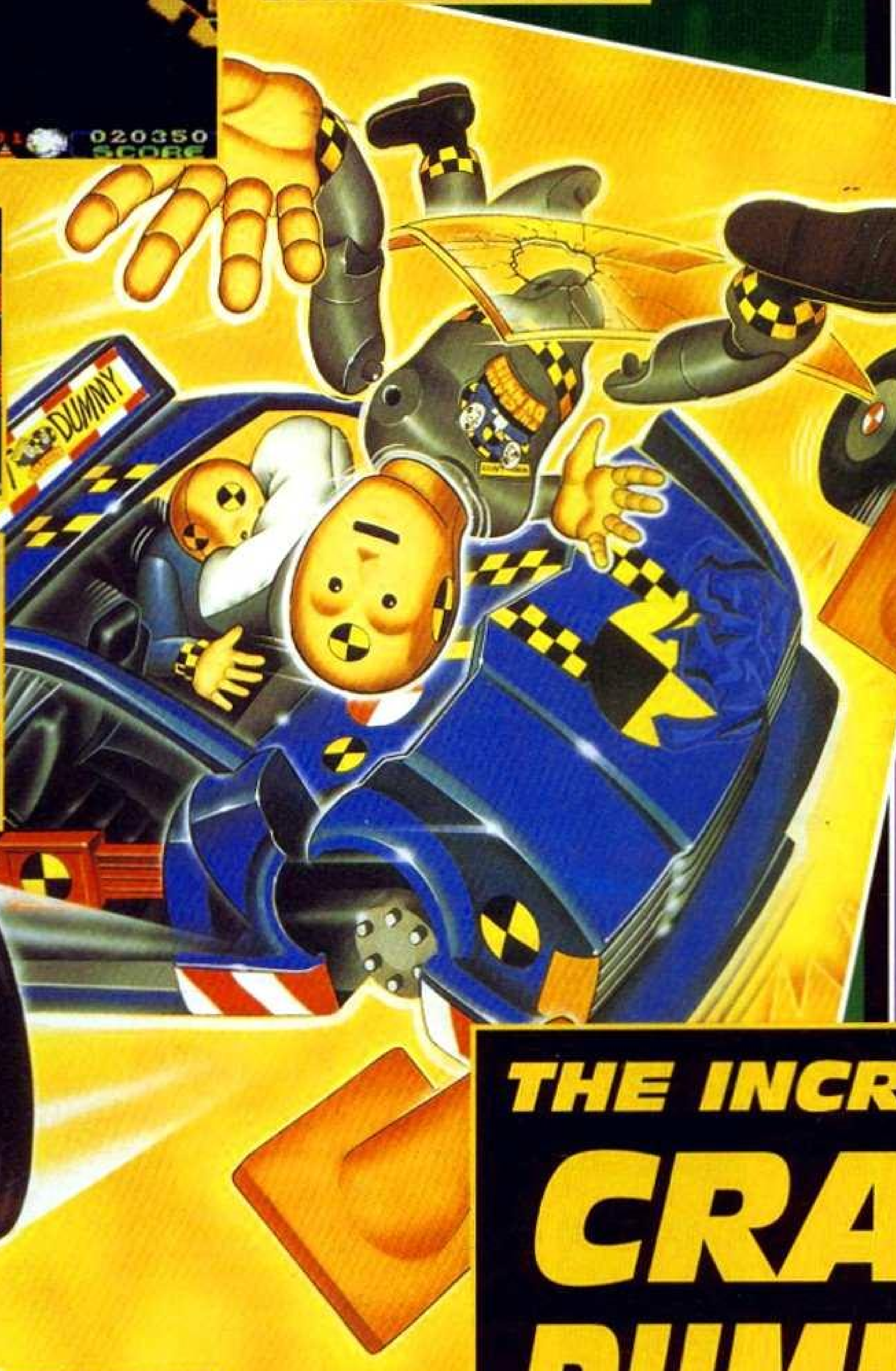


▲ The good Doctor Harrod took this grab from level three whilst only using one arm and drinking a stink shake with the other. He's that hard. Arrooogaahhh!

BY: ACCLAIM PRICE: TBA MEG: 4

THE INCREDIBLE CRASH DUMMIES





Having fallen to bits on the Game Boy and earning a rather impressive 86% to boot, Acclaim's accident-prone acquisitions The Crash Dummies are set to hit an NES near you - literally! Ignoring the multi-event scenario favoured by the hand-held version, the NES version sees Slick and Spin given a free reign within a danger-filled factory.

Wandering through the eight-way-scrolling area, the two dummies have been given the arduous task of collecting a series of objects from the platform-filled screens. Needless to say, the building contains all manner of deadly sprites to avoid, and contact with these reduces either of the two heroes to their component parts.

Crash Dummies is currently 85% complete, and is shaping up quite nicely. However, a full version should hopefully be available for a review next issue, so stay tuned for full details on Slick and Spin's latest adventure!

2
021150
SCORE

2
018250
SCORE

THE OFFICIAL

NMS Char

	SUPER NES	NES	GAME BOY
1	SUPER MARIO KART (1)	SUPER MARIO LAND II (1)	SUPER MARIO BROS III (1)
2	ZELDA III (5)	TINY TOONS (5)	TINY TOONS (2)
3	MARIO PAINT (-)	SUPER MARIO LAND (2)	MARIO AND YOSHI (3)
4	STREET-FIGHTER II (2)	MARIO AND YOSHI (-)	OPEN GOLF TOURNAMENT (-)
5	SUPER MARIO WORLD (3)	MICKEY MOUSE (6)	RESCUE RANGERS (RE)
6	SUPER SOCCER (7)	PRINCE OF PERSIA (-)	HYPER SOCCER (-)
7	PILOT WINGS (-)	BATTLE-TOADS (4)	TALESPIN (4)
8	SUPER TENNIS (8)	GOLF (RE)	TOM AND JERRY (-)
9	PRINCE OF PERSIA (-)	ADDAMS FAMILY (-)	LEMMINGS (5)
10	SUPER GHOULS'N' GHOSTS (-)	WWF (7)	WWF (7)

ts®

Whilst all these reviews and everything might be fine for a while, the true connysewer of games likes nothing better than looking at a couple of pages of lists. So here are the official NMS sales charts, plus our own personal top ten as well, just for you tables fiends. Hurray.

NMS STAFF CHART

1 STRIKER (SNES)

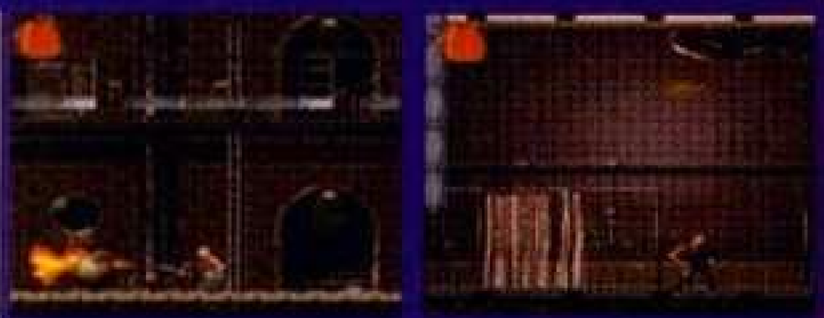
Starfox is knocked off the top as Striker steams in! Unfortunately you're not going to see this in the shops for ages. The version we've been playing is still unfinished but it's still completely top!

2 STARFOX (SNES)

Ex-number one game Starfox is still a firm office favourite, and although people are starting to clock it now this is one outstanding piece of entertainment

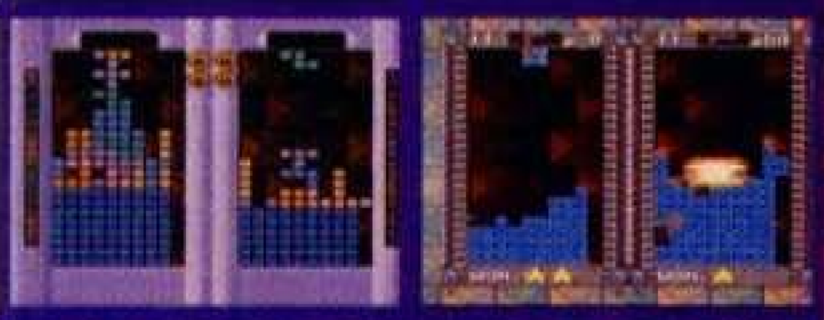
3 ALIEN 3 (SNES)

Corkolina! Probably the best game of its type ever anywhere! Only a two-player mode could possibly have improved this fantastic game, which we'll be Reviewing next month!



4 TETRIS 2 (SNES)

Gnn! Probably the biggest cause of no work being done as people sneak into the games room for marathon winner-stays-on contests. Perhaps it might be a good idea to lock the cart away.



5 ELIMINATOR BOAT DUEL (NES)

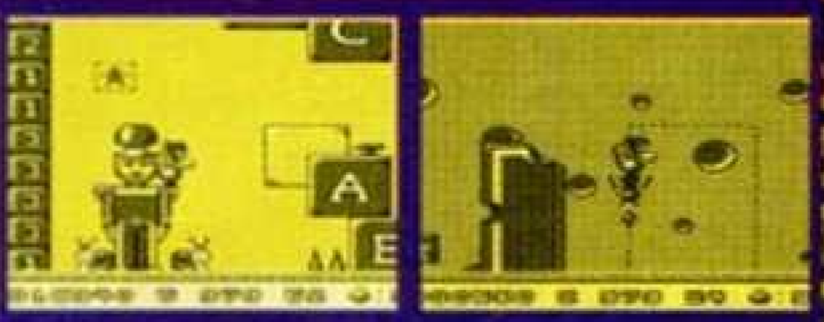
One of the best games of its type on the NES, plus it has the added advantage of having a competitive two player mode, so you can massacre a pal time and time again.

6 EXHAUST HEAT 2 (SNES)

Blimey! It's even better than the original! Racing's most in-depth game gets a face lift, loads of new courses and even more things to twiddle with. Incredibly fast and very involving and a definite office fave!

7 ALFRED CHICKEN (GAMEBOY)

There's been a bit of a rekindling of interest in our little chicken pal, hence our groovy players' guide. A rock-hard puzzle platformer full of secrets which we like quite a fair amount



8 TINY TOONS (SNES)

The best platform game to hit the Super NES in ages. There's absolutely herds to do, an incredible variety of levels, and hey - even a skipping sub-game. Who could ask for anything more?

9 TUFF E NUFF (SNES)

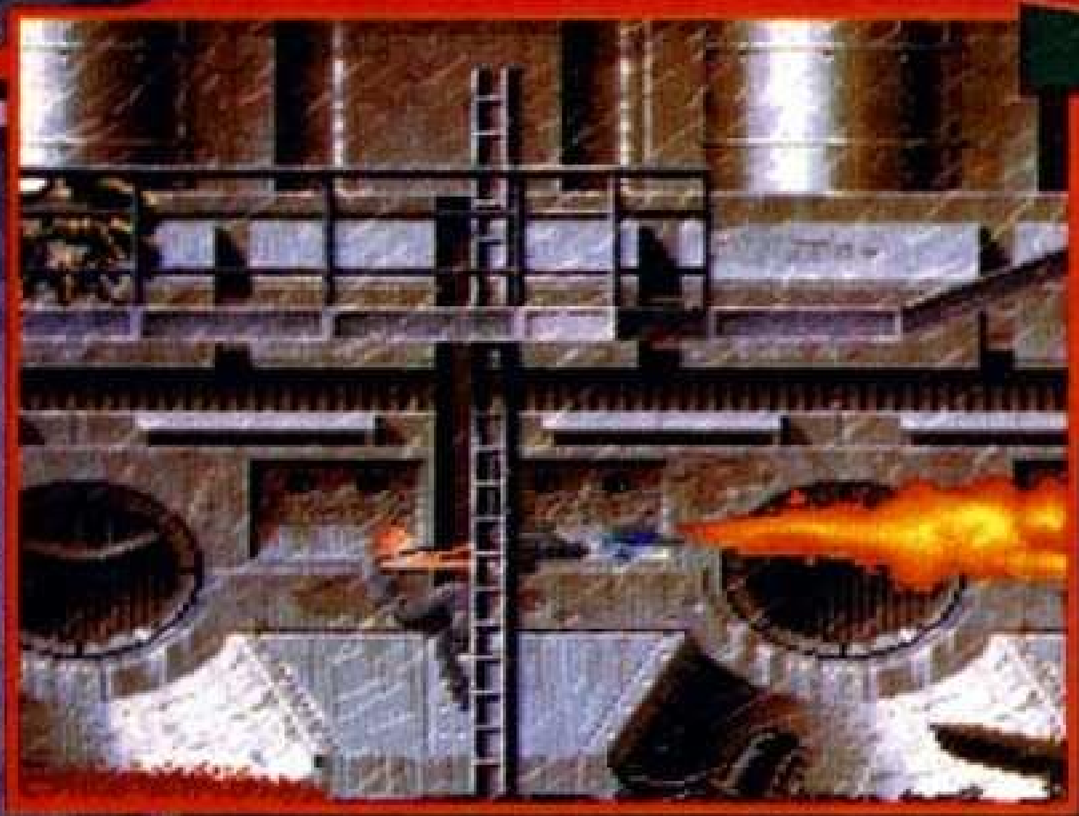
It's not quite Ribena, as the saying goes, but Tuff E Nuff, despite having the worst name ever devised, is a good solid beat 'em up. Mind you, there is a bit of a Ranma resurgence in the offing...

10 MARIO KART (SNES)

Hooray! We've found the cart at last! Now karting kontests will be the order of the day and we'll never get any work done!

Welcome to the brandest, newest section of NMS - the incredible Blagman and his crusty sidekick The Boy Chunder. These masked megastars will be out on the blag each month, bringing you the very finest selection of promotional material from the entire games industry and presenting you with the chance to win it in our mind-numbingly easy competitions! So without further ado, let's join our desperate duo in another of their crazy capers...

HOLY GIVEAWAY!



WIN AN ACCLAIM T-S

A normal day in Gottem City for BLAGMAN and ROBBIN', THE BOY CHUNDER. But WHAT'S THIS? There are DASTARDLY deeds afoot! Acclaim has produced an entire range of ALIEN 3 promotional goodies, and Blagman's on the case! A quick call to the Blagphone from COMMISSIONER BOREDOM and our desperate duo are back in action once again! Our scab-happy heroes leap into the BLAGMOBILE and race off in the direction of Acclaim's head office. Scaling the walls (not at all sticking the camera on its side) they discover a HORDE OF FREEBIES just lying around.

"HOLY T-SHIRTS, BLAGMAN!" shouts Robbin'. "IT'S BLAG CENTRAL!"

"We can't have this," our masked hero tells his young chum.

"Why not?" asks Robbin'.

"Good point," says Blagman. "Cop hold of this rather large bag and see how much we can get in."

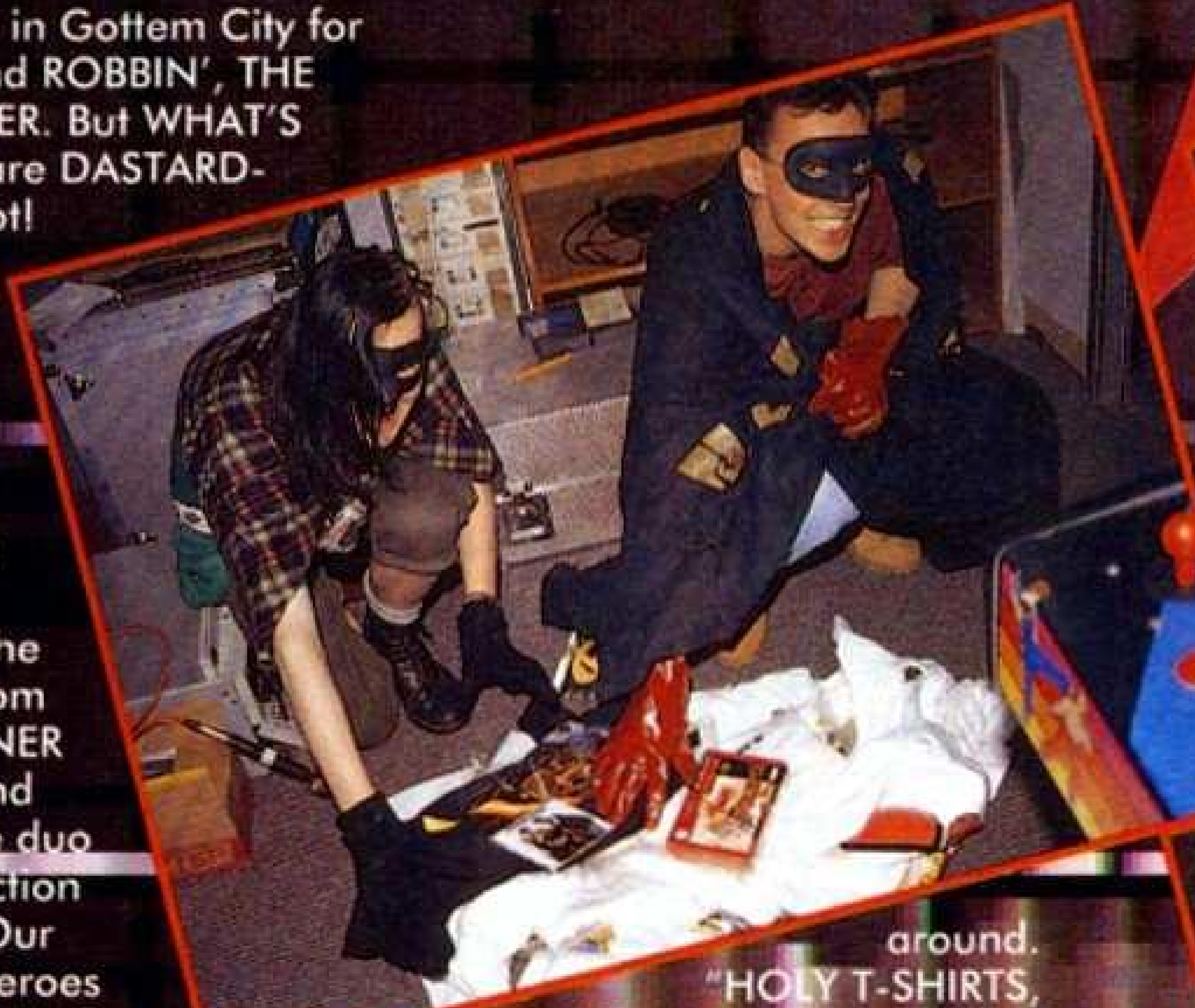
SMASH! Our heroes dive out of the building!

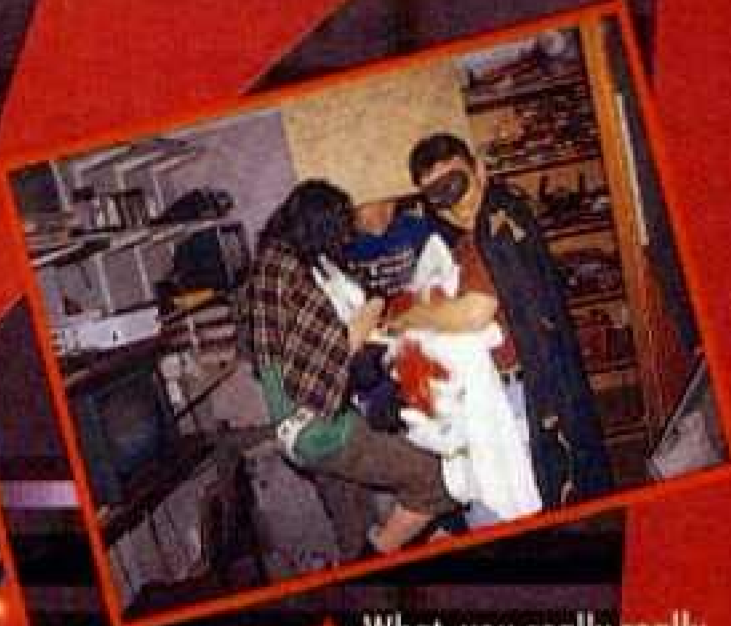
GRAB! Another blag successfully complete!

KERPOW! With armfuls of goodies up for grabs!

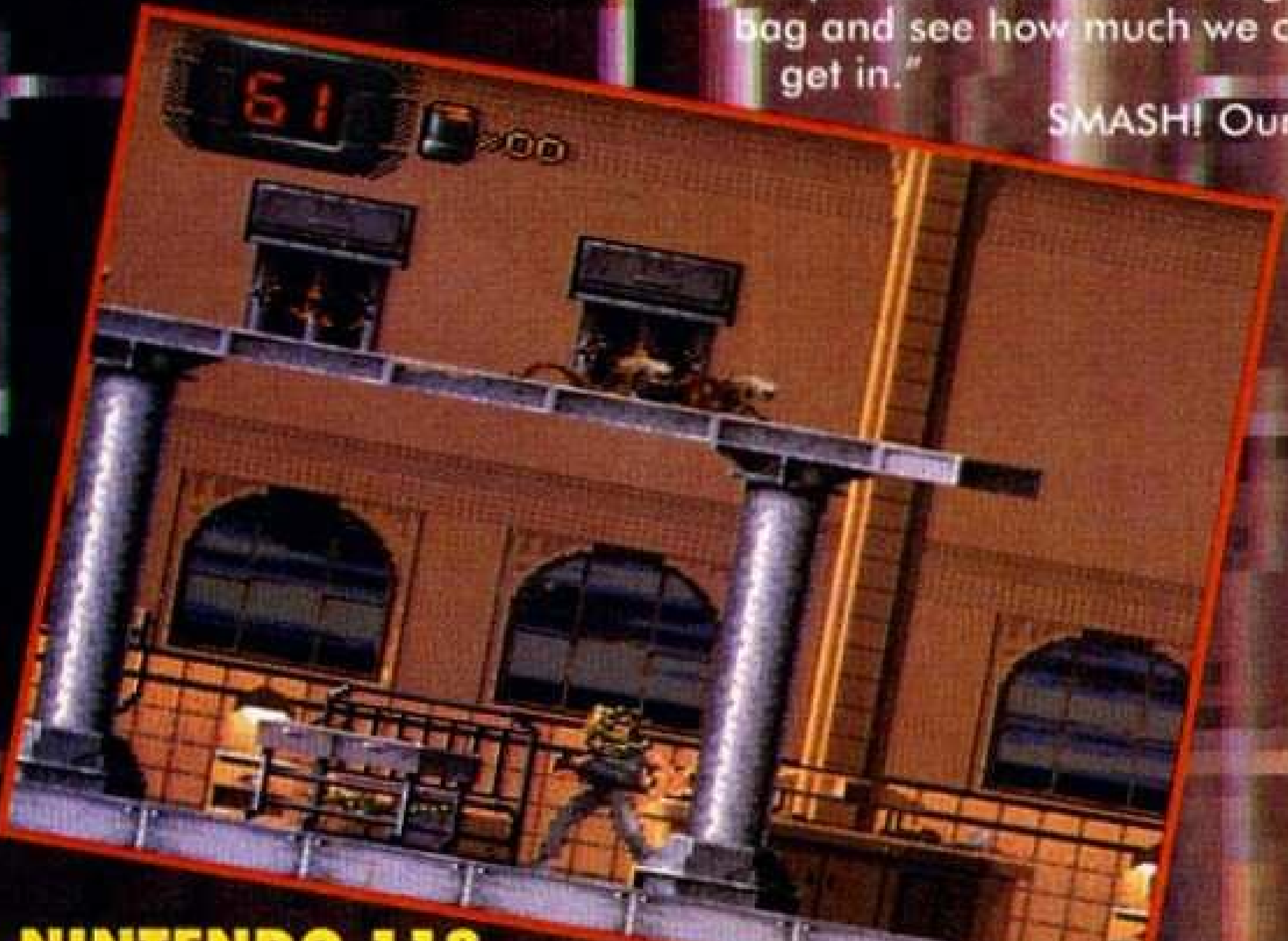
"Hey, Blagman," says Robbin'. "Why don't we get the NMS boys to sign these T-shirts and draw stupid things all over them, then give them away in some ridiculously easy-to-enter competition."

"That sounds like a scabby idea," replies Blagman. "Let's do it!"





▲ What, you really really wan a T-shirt for you? Oh dear, oh dear, oh dear....

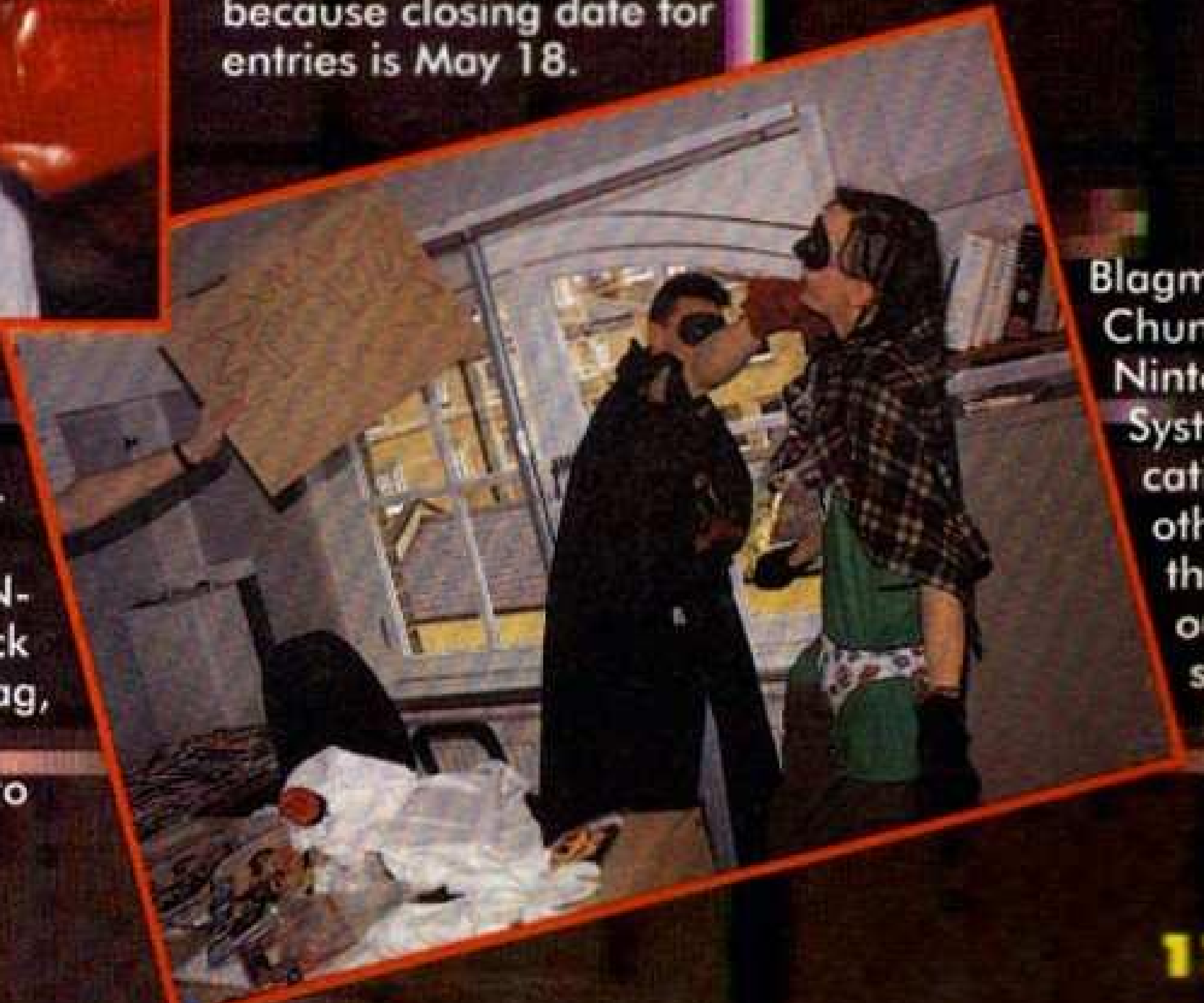


T'S

MAN AND ROBBIN'!

Holy contrived and thoroughly embarrassing photo shoots, Blagman. God, I hope our mums and mates don't see these....

HIRT SIGNED BY NMS!



So what do you have to do to grab your (un)fair share of the freebie loot? It's easy. All you have to do is name the Masked Megastar at Blagman's side. Just who is The Boy Chunder? Stick his name on a postcard, together with a suitable joke describing his sad costume, and send the lot off to: I WANT A FREE T-SHIRT AND I HAVE NO SHAME, BLAGMAN COMPETITION, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We'll pick the best out of the Blag Bag, sign a load of Acclaim T-shirts and send them out to the lucky winners! All the usual NMS competition rules apply (you'll find them at the front of the mag) and you have to get your skates on because closing date for entries is May 18.

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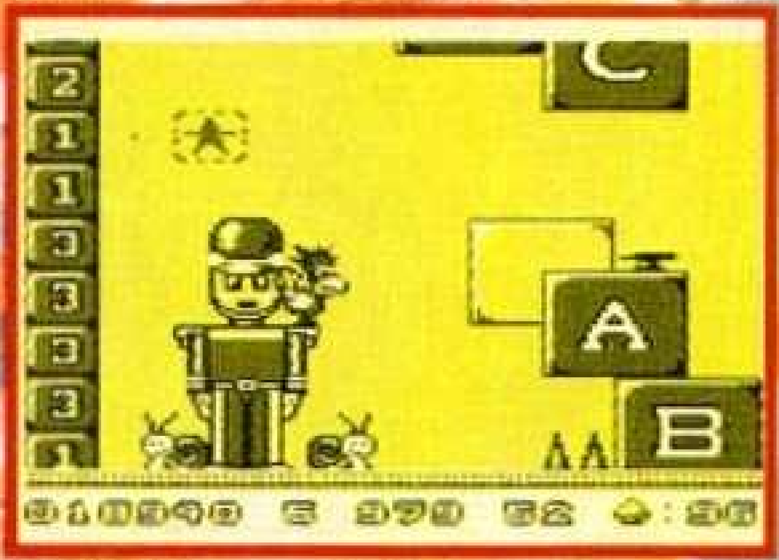
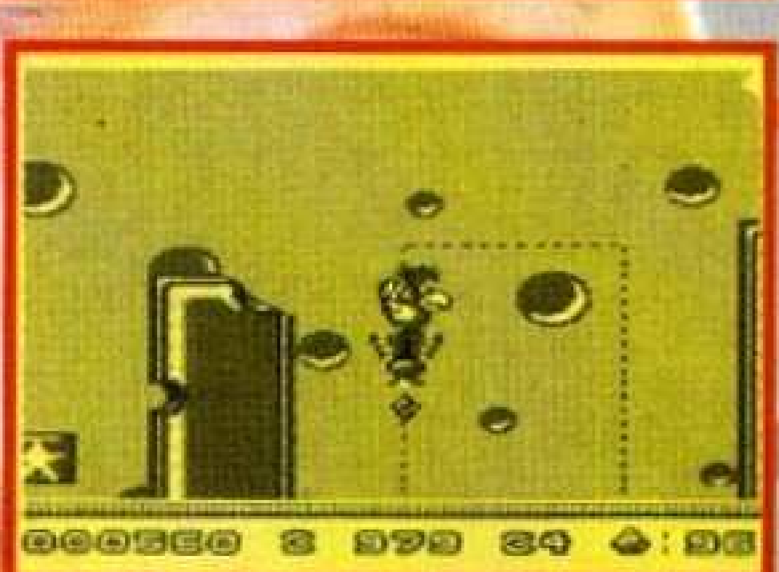
NINTENDO MAGAZINE SYSTEM

GAME BOY INDEX

Psst! This month the Games Index is dedicated to that most essential of fashion accessories, the wonderful, nay, glamourous Game Boy. To support its obvious leanings toward style we've been busy consulting our very own marketing sweetie, Sarah Ewing, for a few tips which might help us in our quest for aesthetic perfection. Sarah is the most beautiful girl in the whole wide world - so she informs us. She is also impeccably mannered at all times and is the most exciting feature the magazine - it says here. Besides which she sacrificed her entire dinner hour to bring us the list of helpful hints featured in the index this month! Also, don't forget the competition running through these pages, or you may just miss out on something special - although the prize isn't a hot date with Sarah, so don't get too excited!

Send your answers, should you have any, to SARAH EWING IS MY DREAM GIRL, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU to arrive by May 15 at the latest. Now find the first game title that includes the letters 'S' and 'E' to begin this month's quest!





ALFRED CHICKEN

NEW

Even as a meal the average chicken is a pathetic kind of animal. The most exciting items of clothing available to them are those chef's hat sock things that no-one bothers with for a Sunday roast. Alfred is no ordinary chicken, though, and he's no more exciting for it. He's a scruffy clucker, that's for sure but all the more endearing for it. We wouldn't change a feather on his greasy barnett, not a bit!

First Kirby and now Alfred Chicken. Once again the Game Boy is the first console to herald the arrival of a striking new platform hero. This time it's a chicken with a mission. A foul on the prowl for some stolen eggs and the rescue of his sweetheart hen. There are twelve large levels packed with secret rooms and bonus stages for Alfred's probing pecker. It's as brilliant as it is daft and a wins the Seal Of Quality approval beyond all doubt.

OVERALL 91%

ALIEN III

You are what you eat, or so it is said. Aliens, at least of the kind designed by HR Giger, take this all too literally. Once these repulsive creatures have their victim impregnated the little blighters develop in relation to their host, before chewing their merry way out into the world - hence the canine appearance of the horrific star of Alien III. In addition, this adage has recently given rise to the office's intense observation of Rad as he fervently consumes the stuff that exists beneath his finger nails.

Can't be doing with Aliens, us! Especially when they star in multi-million dollar, mind-numbing movie sequels. Thankfully, their infestation of the Game Boy in this title is easily forgivable because it is nothing short of excellent! You control Ripley as she carries out her mission to destroy pretty much everything in sight. With some exploration and puzzle elements sidling in to join the fun this is more than the average shoot em up and comes highly recommended from us!

OVERALL 90%

ALLEYWAY

A sad version of the ancient game, Breakout, this is one of the most simplistic, tedious and unchallenging games available on the Game Boy and should only be bought by simpering buffoons with more money than sense.

OVERALL 27%

BALLOON KID

Become a balloon's best friend in this rather weird floating collect 'em up. Not only is it strange, but it's also very dull. Things get repetitive very soon and the unresponsive controls don't do this cart any favours either.

OVERALL 51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY

Bart's been packed off to summer camp and he's not too happy about it. Help him escape in this multi-level platform game, throwing fruit, dodging other campers and generally having quite a smart time. An enjoyable if not overly original title which will take some beating.

OVERALL 85%

Q - Who is the composite character who's sweetheart, Bitsy, is missing?

AMAZING! BUT TRUE

Tom: Why is my skin, like, so dull and lacklustre, please Miss Sarah? Sarah: 'Cleanse, tone and moisturise is the key to a beautiful, radiant complexion. Cleansing removes the grease, dirt and dead skin cells which block pores and cause spots. Toning removes any residue from the cleanser and the moisturiser replaces lost fluids from the skin. Go through this routine morning and night for beautiful skin.'

BART VS THE JUGGERNAUTS

Not the best Simpsons game in the world but certainly the most interesting. A sort of Simpsons meets the Gladiators that pits

GAME BOY INDEX

the hapless Bartman against some burly competition in a series of vaguely athletic events. It's tough, perhaps too tough, but gets better as the game goes on. If you can get that far!

OVERALL71%

BASEBALL

With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move. Descriptive, eh?

OVERALL 75%

Q - Name the pool game in this index and tell us the percentage it received.

BATMAN

Rather than using Sarah's tips, Bruce Wayne takes a more elaborate approach to modifying his features, and the make-over doesn't just stop at his face. This works very much to Michael Keaton's advantage, as the man behind the mask in the Batman films. A slight fellow to say the least, his physique is about as far removed from that hinted by the Bat suit as is subhumanly possible. In fact he's such a titch that he was required to stand on a soap box just to make himself look taller in one particular scene. Hah!

With small but nicely detailed graphics and excellent sound, Batman is one of the most addictive Game Boy platform games around. Highly recommended.

OVERALL 91%

BATTLE-TOADS

Their names are Rash, Zitz and Pimple. They have the worst skin conditions ever, yet they still manage to become stars of this excellent Game Boy beat 'em up! At least the odd bruised cheek and black eye doesn't affect their appearance too much, then. However it just goes to show that anyone can make it in showbusiness these days! Gasp! The evil Dark Queen has kidnapped two of the mighty Battletoads! You, as the third member Zitz, must now launch a rescue bid in this beat 'em up with platform overtones. Although the graphics are fiddly, this is a great game which any self-respecting beat 'em up fan should have.

OVERALL 90%

BEST OF THE BEST

The Game Boy makes a cauliflower ear of an excellent beat 'em up with indistinct graphics and weedy opponents! One of the better Game Boy beat 'em ups, but then again that's not saying much.

OVERALL 65%

The final battle has just begun.

BIONIC COMMANDO

Rad enjoys a new lease on life in Capcom's revival of the arcade classic. The hero's swinging style may seem strange at first but the rewards for sticking it out are many. With superb presentation and a cool factor of ten, this platform adventure is one to look out for!

OVERALL 84%

BLADES OF STEEL

Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive and should appeal to anyone after a decent sports sim.

OVERALL 82%

BLUES BROTHERS

Yet another attempt at the Blues Brothers theme from Titus who keep missing the point with irrelevant platformers. Collect bonus items just for hording's sake and have fun counting as many abstract characters as possible, just don't send in your high scores because there isn't enough room to print them.

OVERALL53%

AMAZING! BUT TRUE (PROBABLY)

Steve: 'Try as I might, I just can't achieve beautiful finger nails!'

Sarah: 'Always File your nails in ONE direction only. DO NOT scrub an emery board back and forth across the nail tip - this simply rips into the nail, splitting the surface. This will lead to water seeping into the tiny splits in the nail, resulting in more cracking and flaking. Also NEVER use metal emery boards - natural wooden ones are best.'

BOMB JACK

Hit the road, Jack! This is a tiresome conversion of a hoary old coin-op which is about as explosive as a soggy match. It's boring, simplistic and repetitive. Give it a miss.

OVERALL 68%

BOULDER-DASH

Working underground is bad for the eyes. It's also bad for the skin! Spend too much time subjecting the face's precious tissue to coal dust and too little fresh air and it's a one way ticket to Zitsville. Yessireebob!

Take the mantle of Rockford, diamond miner extraordinaire in this conversion of the age-old C64 classic. Still, the gameplay is just as fresh as the day it was conceived, with many levels of puzzling as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in. A challenging puzzle game with which to while away the hours.

OVERALL 90%

BOXXLE

Boxxle is a highly original puzzle game which is recommended to people who like to use their brains rather than their joysticks.

OVERALL 83%

BUBBLE BOBBLE

Bub and Bob are way too young to experience the adverse affects of the aging process or any other such threats to human beauty. However the future looks grim for the pair because of too much time spent messing about with copious amounts of soap for the making of bubbles! Looks like the boys are looking towards a lifetime in a vat of Vaseline then, doesn't it? Silly billys.

Bob and Bub take a trip into scrolling platform land. Their mission: to bubble up the inhabitants of each realm, burst the bubbles, kill the meanies and move on to the next screen. Bubble Bobble is fast, fun and very addictive. Highly recommended!

OVERALL 90%

BUBBLE GHOST

This game, originally by Infogrammes for the Amiga, puts the player in the role of a Ghost out to guide a bubble around an environment fraught with danger. This is a highly original, fun title well worth taking a look at.

OVERALL 81%

BURAI FIGHTER DELUXE

Take to the skies once more in this horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. The graphics are pretty good, there's always lots to do and the action is pretty fast paced. A decent quality shoot 'em up and no mistake.

OVERALL 83%

BURGER-TIME DELUXE

Burgertime must rank as the world's first fast food creation simulator. Now the coin-op of yesteryear has returned, and it's ideal Game Boy material. The idea is to drop burger ingredients into a dish from some platforms by running over them (not very hygienic). To make your job harder you are chased by monstrous pickles and hot dogs. Low on graphics but high on playability, Burgertime is a real laugh, although it does get very repetitive after the first few levels.

OVERALL 78%

CASTLE-VANIA

Take control of Simon, a whip-wielding hero, and battle your way through four large scrolling platform landscapes. The gameplay is addictive, and keeps you going for quite a while - but be prepared for some annoyance, because there are some nasty hidden surprises that don't make themselves apparent until it's too late to do anything about them.

OVERALL 79%

CHASE HQ

Oh dear, converting this coin-op to the Game Boy wasn't really a very good idea was it? Try as it might, the Game Boy just can't cope with the speed necessary to make this game really thrilling. The result is slow, sluggish and particularly tedious.

OVERALL 42%

AMAZING! BUT TRUE (PROBABLY)

Fraser: 'I'm ugly, Miss Sarah, what should I do?'
Sarah: 'However much time and care you take over your beauty routine, remember that the most attractive thing to have is a beautiful inside. Smile and do a good deed whenever you can and people will think you all the more beautiful for it.'

CHESS MASTER

Yes, well there's not a right lot to say about Chess is there? Like, it's not as if chess pieces get criticised for their dress sense or anything. The closest place that a chess piece has a hope of finding next to glamour is the odd guest appearance on Blue Peter or Newsround. Besides, chess requires intelligence and that's something largely lacking here on planet NMS.

This chess sim has appeared on loads of formats, but this is the best version to date. The game is hard but logical, and all the rules of chess are accounted for. The difficulty levels are well set so beginners can pick it up straight away and grand masters won't find the going ridiculously easy. Best of all, of course, it's fully portable so you can exercise your brain at any time you like.

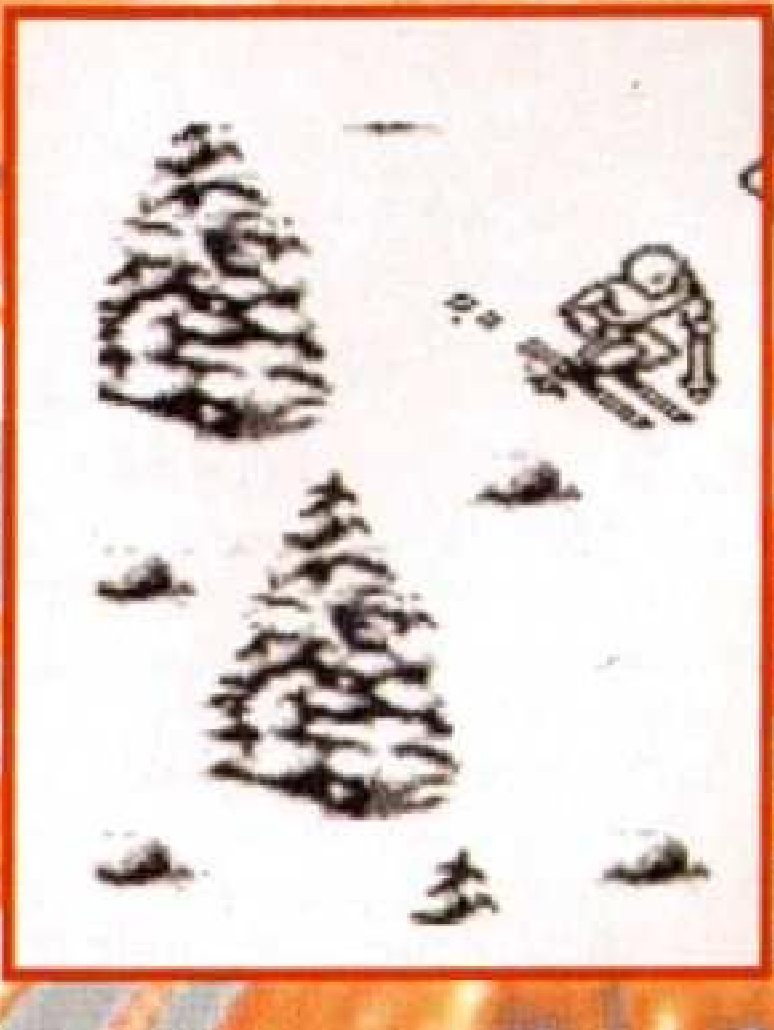
OVERALL 96%

CHOPLIFTER II

The less said about choppers the better, we think. Perhaps the activity of 'chopping' lends itself to more lengthy discussion. Indeed sliced cucumbers are said to work wonders for bags around the eyes, then again so are tea-bags - though chopping tea bags is hardly sensible as tea leaves are prone to getting stuck between the teeth. But we digress.

Brilliant! Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. A highly cool game with massive addiction and enjoyment factors!

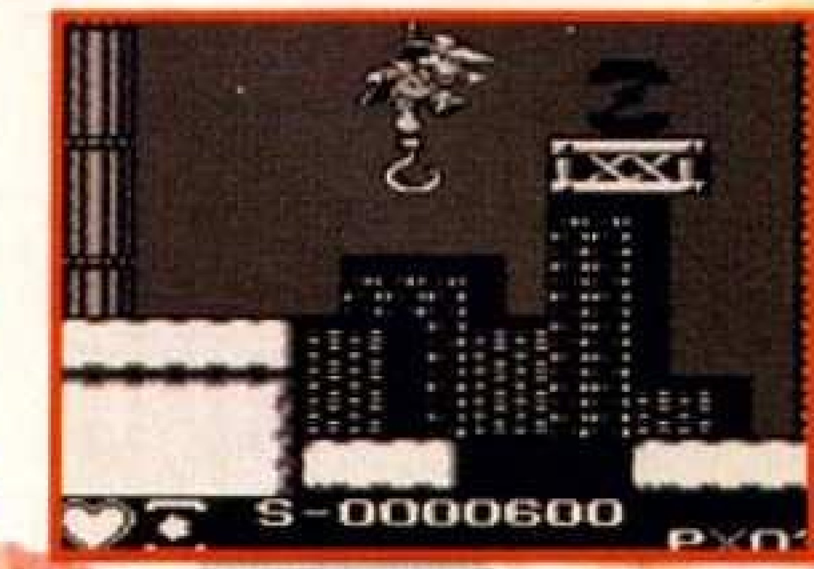
OVERALL 92%

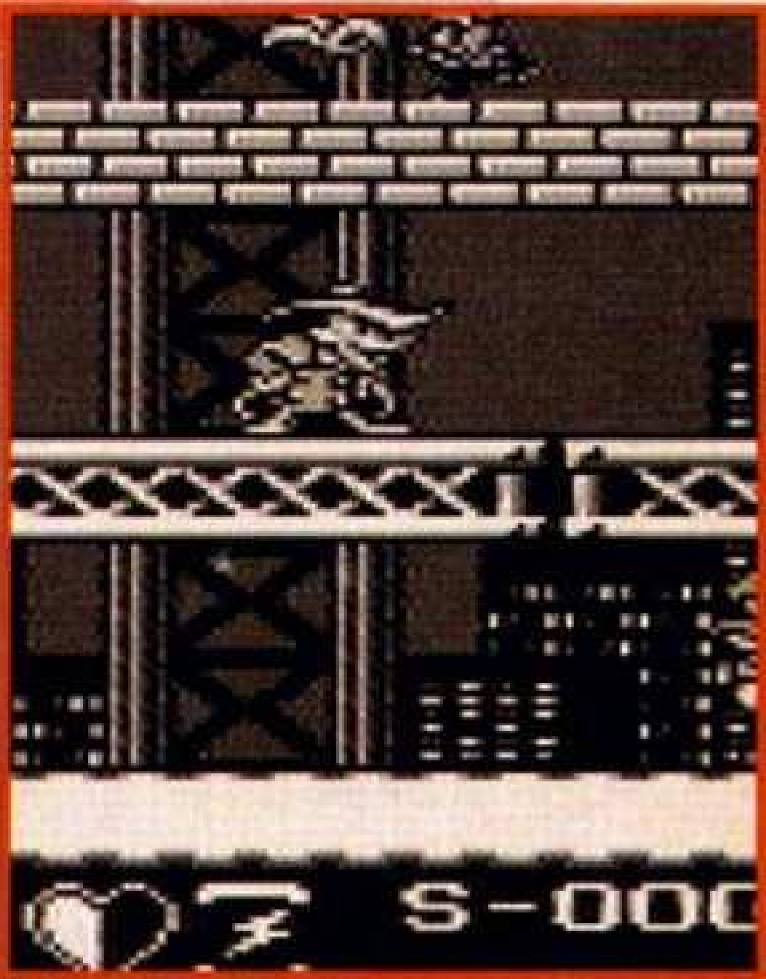


CRASH DUMMIES

One of the most unlikely concepts for a game but one that works extremely well! The crash Dummies ski, drive and dive their way to destruction but all in the best possible taste, apart from the dreadful sense of humour that runs throughout! This varied game has much to offer everyone who likes their action wild and crazy!

OVERALL86%





DARKWING DUCK

NEW

It's always a good idea to add an element of mystery to your character so a cape is always handy to achieve this end. Brand yourself as some kind of hero and the transformation is complete. Darkwing Duck is a case in point. As ducks are *not* known for their style and debonair Darkwing's newfound guise greatly helps to promote this illusion. Besides, being in the crook mashing business as he is, a little 'cape fear' is certainly worth instilling. Quack.

Capcom's Disney titles are always excellent and this is no exception. In fact it's one of their best! Darkwing Duck, one of Disney's most recent creations, is given three massive and varied zones in which to battle against crime and evil-doing. This game shines because of the many surprises in store for the player. Intelligent and inventive enemy sprites coupled with ingenious aspects to the way Darkwing finds his way around make this classic material!

OVERALL 91%

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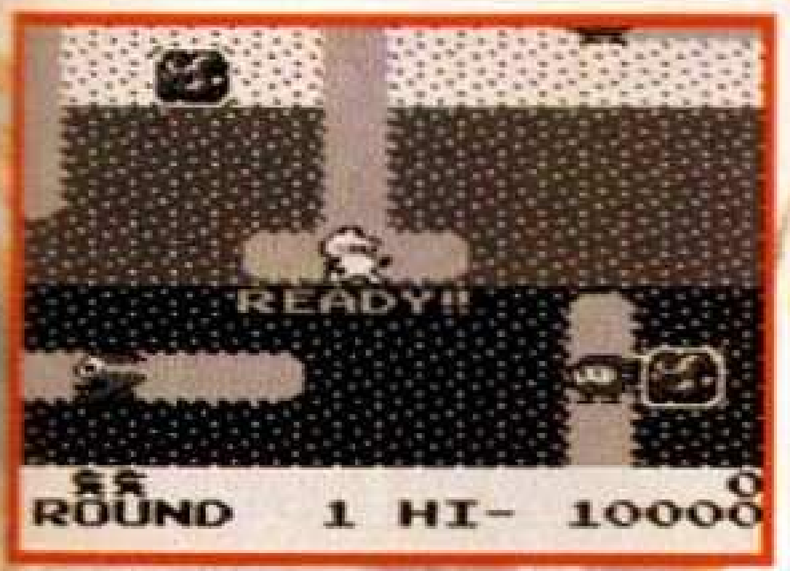
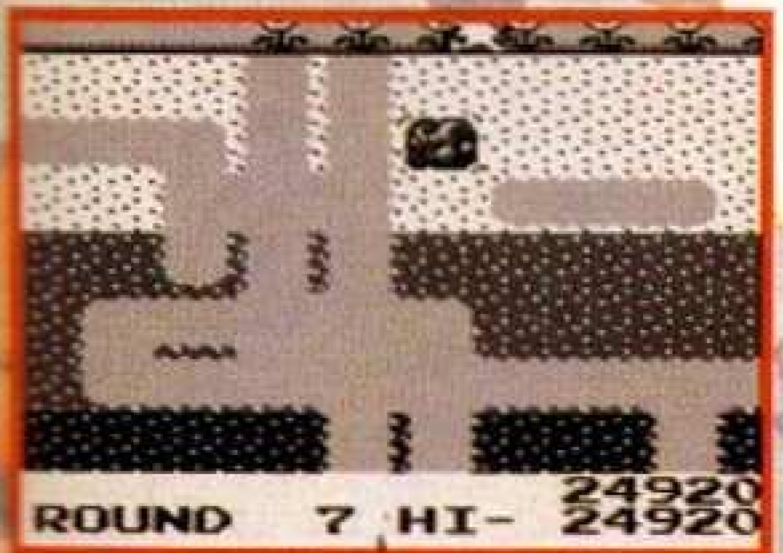




DIG DUG

Some consoles have all the luck! Game Boy Dig Dug takes place underground where a miner named Digby literally blows-up Pookas and Fygars with a hand pump. Bizarre! Of course! The gameplay doesn't alter much but with the new improved Dig Dug included as an extra incentive, who can possibly refuse?

OVERALL84%

DR FRANKEN

OK, so Frankenstein's a bit of a non-starter in the race for the world's most beautiful person - inside or out! Yet he is a fine example of make do and mend. So what if, one day, he doesn't like the look of his nose! He can always swap it for a new one, a luxury that the rest of the human race cannot afford we're sure.

Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently. What's more the job at hand is huge! The password system and the game's logistics make it a winner. If helping a pal get to grips with his girlfriend's bits is your forte, get a hold of this!

OVERALL92%

Q - Tell us the name of the game that takes place in Springfield and is a spoof of the Gladiators TV show.

DROP ZONE

Drop Zone is a fairly simplistic, sideways-scrolling blaster where the pilot is required to prevent the abduction of his fellow men at the tentacles of alien invaders. Return them to home base, the Drop Zone, and repeat the process. In spite of it's age, hidden beneath the humble,simplistic facade is a superb and thoroughly enjoyable game.

OVERALL86%

DOUBLE DRAGON

With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills. There's even a two-player link-up option for simultaneous vigilante antics! A must for beat 'em up fans.

OVERALL 83%

DOUBLE DRAGON II

Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!

OVERALL 88%

DR MARIO

Nintendo's own Tetris clone makes it to the Game Boy, and it's great. Highly recommended to puzzle fans.

OVERALL 87%

DUCK TALES

Although there are loads of other platform games on the Game Boy, this one has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard, so expert gamers should give it a miss.

OVERALL 78%

DYNA BLASTER

This puzzle game caused something of a stir on the PC Engine (that version was called Bomber Man) - and the Game Boy version is just as good! You must place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive, and the second (slightly different) version of the game included on the cartridge makes it great value.

OVERALL 88%

F1 RACE

The first four-player Game Boy game - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-style race, with what must be some of the fastest scrolling seen on a Game Boy! Great fun and excellent value for money.

OVERALL 88%

AMAZING! BUT TRUE
(PROBABLY)

Tim: 'Hi Miss Sarah, howyadoin'? I eat loads of rubbish, but so what, eh?'

Miss Sarah: 'Watch your food. Eating rubbish can lead to spots, greasy hair and getting FAT. Avoid burgers, fried food, sweets, crisps and fizzy drink. Try to take in as many fresh foods as possible - fruit, fresh vegetables, pulses and pastas - these will provide you with a much healthier diet and make you feel more 'full up' because of their high fibre content.'

F-15 STRIKE EAGLE

Whilst graphically and sonically a dismal affair, Microprose's aging flight simulator makes the conversion over to the Game Boy quite well. A thinking man's Afterburner, if you fancy a challenge and more than a touch of variation to your shoot em ups then take a strike at this.

OVERALL83%

FERRARI

Slickly-programmed racing game sadly let down by its laughably low difficulty setting. Even the most inept of players won't get more than a day or so's play out of this.

OVERALL 37%

FOOTBALL INTER NATIONAL

Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.

OVERALL 41%

FORTRESS OF FEAR

A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.

OVERALL 80%

GARGOYLE'S QUEST

Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive, and should be checked out by hardened platform fans.

OVERALL 80%

GAUNTLET II

A perfect mini-replica of the classic coin-op that contains all the graphics, speech and playability of the coin-op. There's even a skill two-player mode. A must for Gauntlet fans.

OVERALL 88%

GB KID

Bonking ahoy! The PC Kid is re-christened the GB kid and trounces the life out of his prehistoric foes in his first quality adventure. He's stylish and often hilarious, the only problem is that the game's easy to

complete!
OVERALL79%

GHOST-BUSTERS II

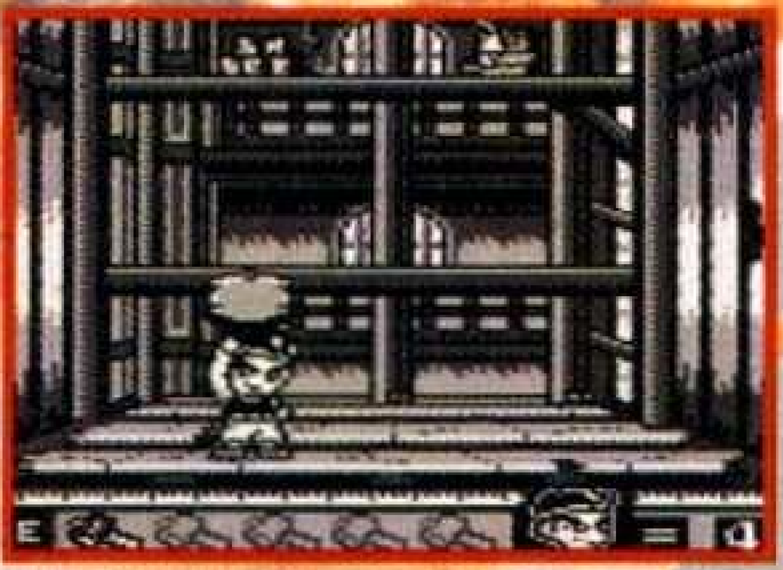
With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test your brains and reflexes. Well worth taking a look at.
OVERALL 81%

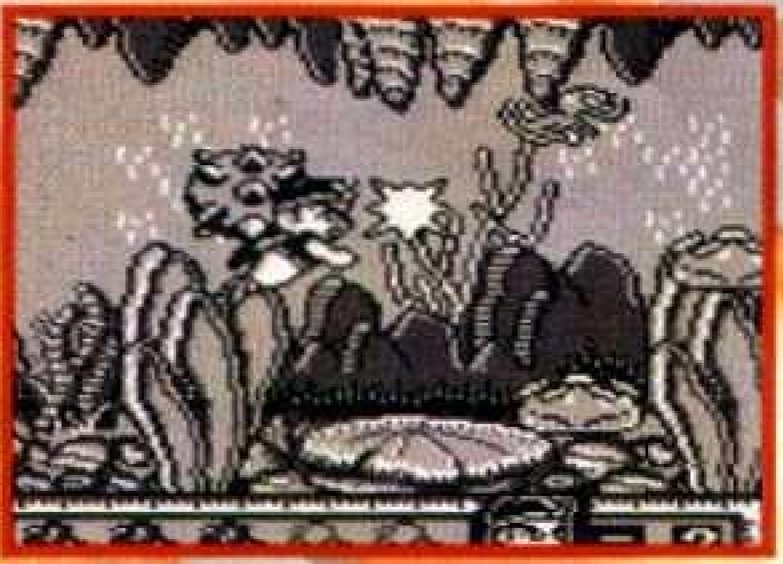
GOLF

This is a great golf game that plays a great game of golf. Need we sqy more?
OVERALL 88%

GREMLINS II

Once more it's platforms a go-go with Gremlins II. As the Mogwai it's your job to rid the world of those troublesome Gremlins utilising the many traps and weapons littered around the landscape. Gremlins II is certainly challenging and it has some wonderful graphics and music.
OVERALL 80%





HAMMERING HARRY

NEW

Of course if all else fails and it looks like all the beauty tips in the world cannot save your disgraceful self, inside or out, there is but one option left open to you - buy a hammer. Respond to any insults that befall your character with a swift clonk to the dealer's noggin and people soon gets the message. Of course you can always stay in doors where nobody can see you!
Having considered the vast amount of possible weapons available to the average platform hero, Harry decides to swing a hammer to victory in this megagame from Irem. The action is broken up by exciting airborne and aquatic sections for this cutesy character's smashing pleasure and it's all presented very well with very little blur hiding the detailed graphics. 'You can't go far wrong with hammering Harry'.
OVERALL 90%

AMAZING! BUT TRUE (PROBABLY)

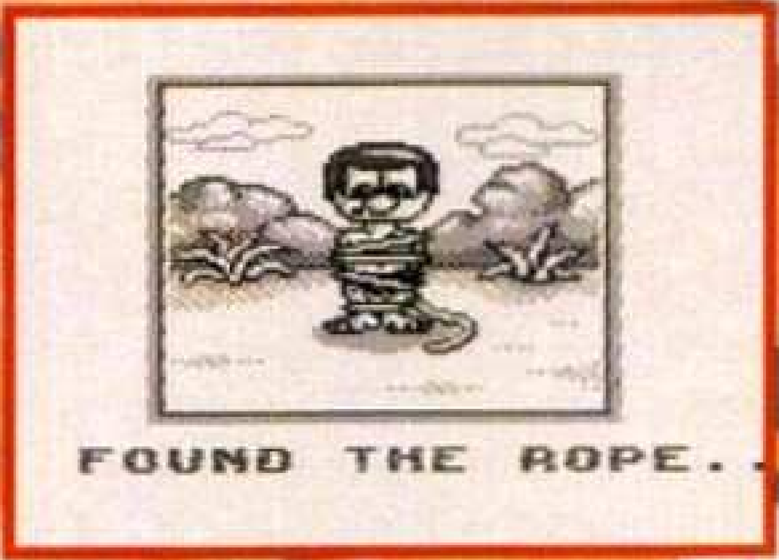
Andy: 'Hey, Miss Sarah, just take a look at my feet! They're a disgrace!'
Sarah 'Don't forget your feet, Andy, for these can be beautiful, too. Occasionally treat yourself to a pedicure and foot bath. Warm water, scented with your favourite bath foam will make soaking a relaxing experience. Rubbing body lotion into the feet not only cools them, but also tackles hard skin which tends to form on the foot sole and heal.'

HOME ALONE

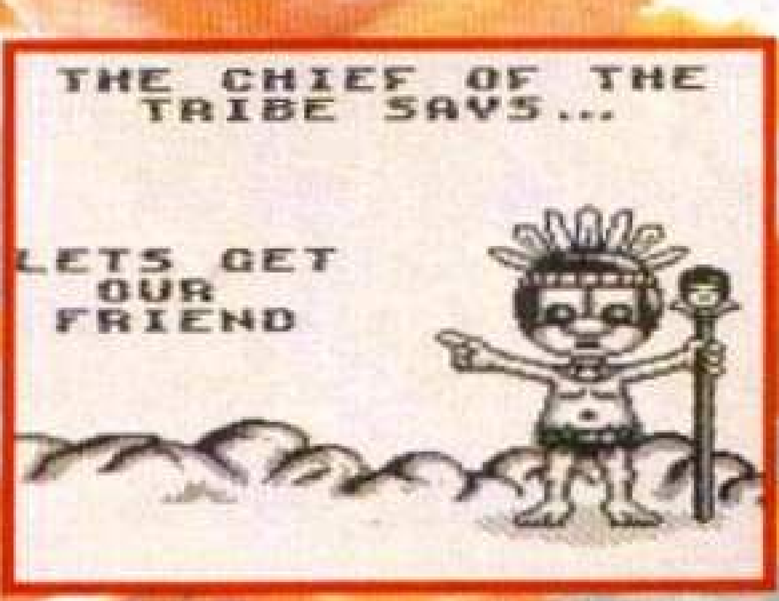
Take control of a digitised Macauley Culkin, as he runs around his mansion collecting goodies and locking them up in his safe. At the same time, he must watch out for the many burglars who've entered his home. Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Avoid it!
OVERALL 38%

HOOK

In this version of the Spielberg movie, you guide Peter Pan around the eight-way scrolling levels of Never Land, dishing out dagger justice to Hook's minions and completing various mini-tasks with the aid of the lovable Tinkerbell. Hook is quite entertaining for a while, but there just doesn't seem to be that much to do in each level.
OVERALL 66%



FOUND THE ROPE..



THE CHIEF OF THE TRIBE SAYS...

LETS GET OUR FRIEND

HUMANS

NEW

Although a little slow to start with, as Humans progresses the gameplay gets increasingly more involving. However, the humans meet up with more trouble than they bargained for due to the complete lack of action and length of the opening levels. A high standard cart by most accounts but let down by the most important factor - playability.
OVERALL 74%

HUNT FOR RED OCTOBER

Whilst dining out one evening October clumsily spilled wine all over her lover's trousers. Overcome by embarrassment October fled the restaurant and was never seen again. If only she knew that blushes are caused by an increase in heart rate and are easily controlled by immediately acknowledging the embarrassment, therefore causing the heart rate to decrease and the redness to disappear completely. And still the hunt for red October goes on - or something.
In this brilliant conversion of the Sean Connery movie, you take control of the Red October and guide it through many levels of eight-way scrolling action. A brilliant, playable game with an amazingly good two-player mode where the second player takes control of an entire fleet charged with destroying the Red October! Brilliant.
OVERALL 92%

HYPER LODERUNNER

If you enjoy a really tough challenge, this platform game is highly recommended. Normal players, however, might find themselves wanting to smash the cartridge up after a couple of goes - it's that hard!
OVERALL 71%

JOE & MAC: CAVEMAN NINJA

NEW

This game is one of the least inspiring platform arcade games, consequently even a spot-on conversion would fail to impress. Unfortunately for Elite their effort adds even more troubles to the game's Neanderthal standard gameplay. This isn't entirely their fault, it's just that the Game Boy's screen blurs very badly with this cart and the frustration factor related to impaired vision and inadequate weaponry leads to disappointment all round. A good effort all the same.

OVERALL: 65%

KID ICARUS

Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.

OVERALL 71%

KID DRACULA

NEW

Blessed, if that's the correct term for use with a practising vampire, with the ability to turn into a bat at the in the blink of a bloodshot eye Kid Dracula is an interesting new character. The larger than average character design leads to little or no blur at all in the proceedings as the Kid attempts to learn even more tricks in this platform adventure. It's too easy though. Boo!

OVERALL: 77%

KIRBY'S DREAM LAND

As Sarah so ably points out in her handy beauty tips, exercise is the perfect answer to a good complexion - the blood pumping through the veins and perspiration work miracles. Experimenting with different forms of exercise prevents the regular exertion from becoming too tedious and Kirby is a fine example of the benefits of this practise. Jack of all sports and master of most, Kirby is an example to us all - providing that a tiny, pink squidgy ball-like fellow is your ideal.

A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you, nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available on any machine. The delightful wind-bag's wanderings are simple enough at first, but the second secret quest is very tough.

OVERALL 94%

AMAZING! BUT TRUE (PROBABLY)

Dave: My friends have bad breath, Miss Sarah. What can I do?

Sarah: 'Fresh breath and clean teeth are a very important beauty topic but often forgotten. Grotty teeth and smelly breath can be a real turn off, so keep them clean and sparkling. Regular check-ups at your dentist will mean minor problems are dealt with before they become major, painful ones!'

KUNG-FU MASTER

This loose translation of the aging Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level. One go is all that's required to beat this vapid effort of a game.

OVERALL 17%

KWIRK

This is a puzzle game where your tomato-like hero(!) must shift oddly-shaped blocks into gaping holes to traverse mazes and reach the exit. It's really a sort of Soko Ban clone - but a lot more fun.

OVERALL 85%

LEMMINGS

Short and sweet: Lemmings on the Game Boy is a great conversion of a classic game. Prevent hordes of Lemmings from meeting with certain doom in an almost endless collection of brain-taxing screens.

OVERALL 88%

LOONEY TUNES

As a youngster, Bugs Bunny found himself cursed with the largest front teeth his forest did see - even for a rabbit! Unfortunately, nothing changed as the years passed and so he turned to making jokes in the hope of drawing peoples attention to his wonderful character. It worked! Similar circumstances brought fame to his many co-stars, too, and now there's no escaping this spluttering, stuttering, joke-uttering ungainly lot! However, nobody's complaining, because they're excellent!!

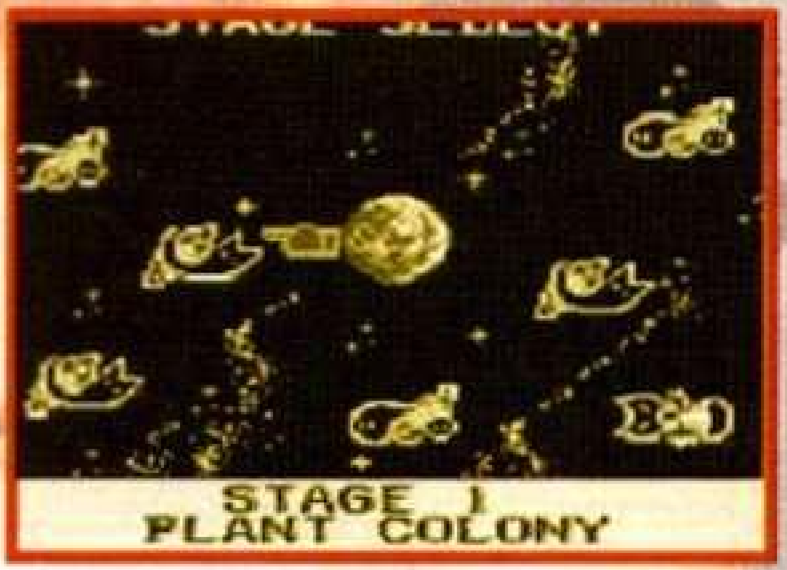
The Looney Tunes star in an exciting and varied cartoon collection of shoot em ups and platform related hilarity. Tweety-pie, Sylvester, Porky and Daffy all wait for you to join their excellent party.

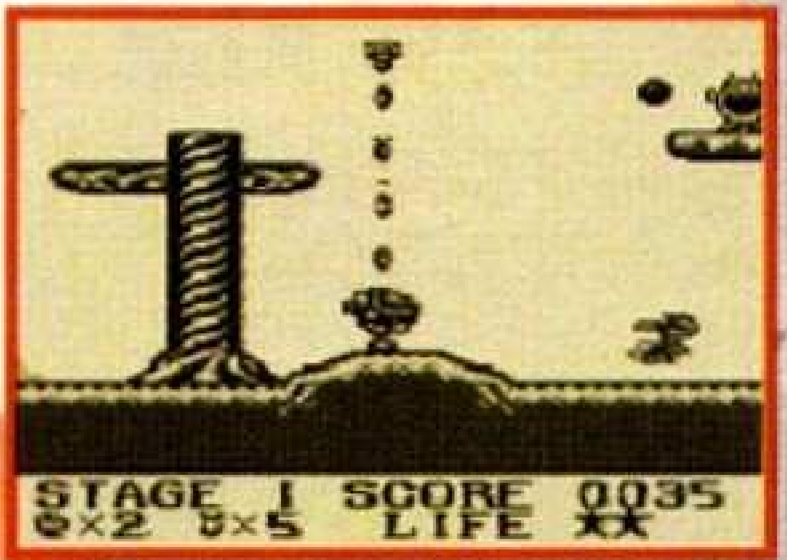
OVERALL 90%

MARBLE MADNESS

Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls such as acid pools, giant vacuums and even killer black marbles! This is one of those games which is perfectly suited to the Game Boy, and although it's short on levels, it's long on playability.

OVERALL 87%





MAX

NEW

He's just about the smallest hero ever to grace the Game Boy but this only gives him more room to prove just how great he is. Max owes an awful lot to the Bionic Commando, what with his extendable arm, but still manages to add a few things of his own onto the tiring platform format. He's a gun-toting kind of guy, too, which mean lots of power-ups and plenty of explosive goings on to excite the player to compliment the high standard of gameplay elsewhere.

OVERALL 84%

McDONALD LAND

A standard fare, fast food adventure into McDonaldland. Though it's hardly likely to make anyone's hour, let alone day, there is some enjoyment lurking in this beplatformed place even if it is comparatively bland to the other taste stuff already available for this machine.

OVERALL 75%

MERCENARY FORCE

Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.

OVERALL 62%

METROID II

Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.

OVERALL 81%

MOTOCROSS MANIACS

Motocross has never been any weirder than in this off-road biking game! It's tricky, but good fun - especially against a computer opponent - and provides plenty of amusement for a while.

OVERALL 76%

MR DO!

Adopt the mantle of Mr Do and run around a Boulerdash-style screen layout dropping massive pieces of fruit on marauding enemy sprites! Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.

OVERALL 86%

NAVY SEALS

This platform shoot 'em up is amazingly super hard. If you think you can ignore the lack of originality and you're a good enough gamesplayer not to get too frustrated, Navy Seals is well worth a look.

OVERALL 80%

NEMESIS

A great conversion based on the classic coin-op. The graphics are quite nicely drawn, and the action is clear and easy-to-see. It's not simple, and shoot 'em up fans should really get into the action. Go for it!

OVERALL 88%

NINTENDO WORLD CUP

This is a shambolic mockery of a clapped-out Soccer game. There's no real control over your players, the computer has no knowledge of tactics and the responsiveness and collision detection are sadness incarnate.

OVERALL 31%

OTHELLO

Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.

OVERALL 89%

AMAZING! BUT TRUE (PROBABLY)

Paul: 'Look at this zit on the end of my nose, Miss Sarah! How will I ever get rid of it?'
Sarah: 'Spots, zits, plookers, blemishes - whatever you call them, DON'T squeeze them. Squeezing bruises the area surrounding the inflamed follicle and spreads the infection. Also, any germs can be spread to the rest of the face on grubby fingers - causing more zits!'

PACMAN

PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will ever find. This will make some players leap for joy, others will find it enjoyable for a quick go now and then. Give it a go if you're a Pacfan.

OVERALL 80%

PAPERBOY

Ultra-blurry graphics, rubbish bike handling and dodgy collision detection are the three main flaws present in this disappointing conversion that will appeal to arcade fans only.

OVERALL 67%

PINBALL

Pinball features a three-screen-high flick-screen table which is complete with bumpers, flippers, drop targets and even hidden bonus screens! It's pretty tricky to play, but the ball movement is so realistic you find yourself tilting your Game Boy around to try and influence where the ball goes! It's all jolly fun and should go down well with the pinball wizards amongst us.

OVERALL 79%

PRINCE OF PERSIA

Whilst the peasants and impoverished, the undesired and untouchable wallow in the squalor and disease, the merry young Prince of Persia relaxes in a sweet smelling herbal bath. This is why he appears as such a deity to the rest of his father's kingdom. In actual fact the spoiled little git is as ugly as they come and more in the mould of the Big Breakfast's boffin than any great Persian god! Consequently the kingdom's long suffering people should rest safe in the knowledge that absolutely anyone can look great given enough money.

This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action certainly make this version a winner. Add to that the same spectacular animation and you have a definite must-buy cartridge.

OVERALL 92%

PRINCE VALIANT

Ocean have chosen a more strategic element for this title whereby Prince Valiant attempts to become ruler of the realms as far as his eye can see, chosing a place that he desires to reside next and then battling with the present inhabitants for superiority. It is an interesting concept but is neither impressive graphically nor in-depth enough to warrant priority purchase.

OVERALL65%

QUARTH

When faced with a drawer full of 'unsuitable' clothes to wear for an important party or dinner date this is what to do: go out and find the most ridiculous item of clothing then sport it with unabashed confidence and pride, stating that said garment costs about £300 and is only available exclusively at the Camden Market. Beige flares, imitation fur coats and glittery platformed shoes are the safest bet but other such items are easily come by. Just check out the nearest Church jumble-sale for the best stuff. When the programmers were searching for a suitable name for this cart they had great difficulty and so applied a similar technique allowing it to wear the name Quarth. No-one has yet questioned this bizarre title as it sounds expensive and is probably explained in some huge dictionary somewhere. It isn't. Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal. Try it out if you're after something different.

OVERALL 90%

QIX

Qix is a very strange game, but is nevertheless addictive. If it had been enhanced rather like PC Engine Volfied it would have been a real stunner. As it stands it's just an entertaining game which has plenty of long-lasting appeal.

OVERALL 81%

RADAR MISSION

Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, bu soon gets dull.

OVERALL 64%

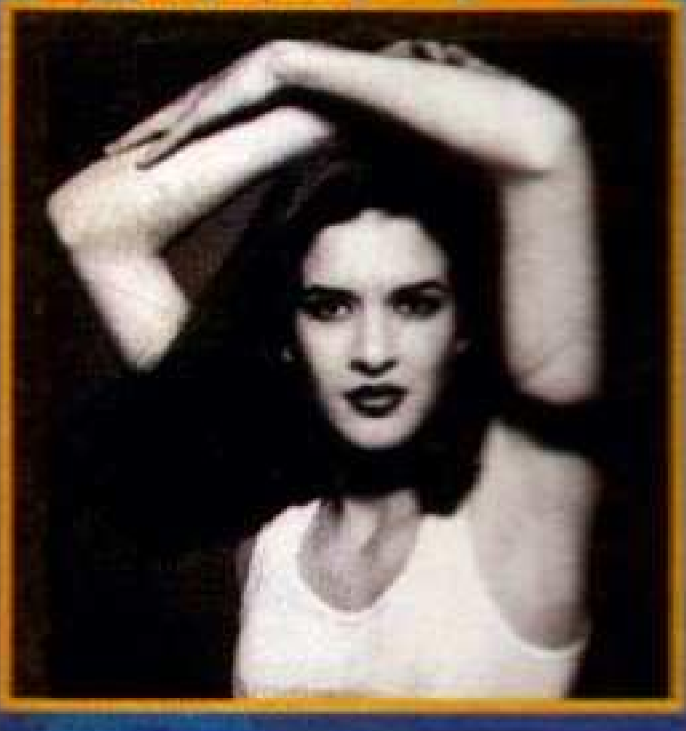
NINTENDO MAGAZINE SYSTEM
GAME BOY INDEX

RAMPARTS
NEW

With a complete graphical makeover for the worst and suffering gameplay to match this is a rather insubstantial and disappointing conversion of the popular arcade strategic blast.

OVERALL58%

AMAZING! BUT TRUE (PROBABLY)



Gus: 'I feel peckish all the time, Miss Sarah. What should I do?'

Sarah: 'If embarking on a diet remember to drink loads of water. Your body can play tricks on you and demand food when you don't really need it. If your tummy grumbles to be filled, drink a pint of water first. If you still feel hungry: go eat!'

RESCUE OF PRINCESS BLOBETTE
NES Boy and His Blob was quite a laugh, so Lord knows where the programmers went wrong with this one. The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. A shame.

OVERALL 68%

REVENGE OF THE 'GATOR
Twenty years ago, and indeed in some severely retarded circles to this present day, commodities made from Alligator skin were/are considered very fashionable. Alligator shoes, Alligator handbags; Alligator wallets and Alligator toilet-seat covers. The fact is that Alligators, by nature, are godawful ugly and once ugly, always ugly! Anyone seen dead brandishing any such deceased Alligator products are considered sad in the extreme! Consequently the revenge of the 'gator is complete! The same applies to other animals, beautiful and ugly alike, brothers and sisters. At last there's a great pinball game on the Game Boy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect from a four-screen table. Pinball fans will relish it.

OVERALL 91%

ROBIN HOOD
An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.

OVERALL88%

ROBOCOP
This ranks as one of the most successful games of all time and was converted to almost every format known to man. This version is pretty good, but the small graphics make things like the targeting and face matching sections very difficult, which is a shame because otherwise it would be great.

OVERALL 72%

RODLAND
Tam and Rit take their sticks to the hides of a variety of cutesy platform types in this slightly repetitive Game Boy excursion into Rodland. All the intermission screens and bonus stages of the coin-op are present but the interest level doesn't last long.

OVERALL74%

R-TYPE
The Game Boy now plays host to one of the best known shoot 'em ups ever. Use your top flying skills to keep you alive in this pretty tough conversion of the classic Irem coin-op. The graphics are pretty good and it's highly playable, although the game is a bit on the tough side.

OVERALL 82%

SIDE POCKET
Side Pocket is a pool simulation in the best tradition. Playing is a matter of plotting ball angles and tapping the ball with the correct force required. Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.

OVERALL 73%

Q - Why is Kirby so skill?

SKATE OR DIE (TOUR DE THRASH)
Whilst this has a promising title and looks like it might be fun, the implementation is poor. The main game is a just a viewed from behind showjumping variant. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all.

OVERALL 63%

SKATE OR DIE II (RAD 'N' BAD)
Skate or Die II is an entirely different game from the original. It's a super-speedy platform skate game with lots of montoya skate-style action to be had. If your interest in conventional platform games is waning, try this for size.

OVERALL 81%

SNEAKY SNAKES
Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Game Boy arcade game. An absolute must.

OVERALL 89%

SNOOPY'S MAGIC SHOW
The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.

OVERALL 84%

AMAZING! BUT TRUE (PROBABLY)

Gary: 'Look at my lovely chest. Admit it, you're jealous!'

Sarah: 'Exercise is essential if you want to feel beautiful and healthy. It increases your heart rate, pumping blood around your body more quickly making you feel fabulous. It burns off calories and encourages your body to produce Adrenalin which makes you feel even more fabulous. A beauty must.'

SOLAR STRIKER
After a couple of goes this blaster soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.

OVERALL 69%

SOLOMON'S KEY
Good adaptation of the coin-

op platform/puzzle game. The gameplay is addictive, and the only gripe is that sometimes the titchy graphics make it difficult to see what's going on.

OVERALL 82%

SPEEDBALL II

Not so much Speedball as blurred ball, the Game Boy's tiny screen cannot cope with the intensity of this future sport. If you've never experienced the game on any other system then the action is just far too confusing.

OVERALL65%

SPIDER-MAN

Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.

OVERALL 85%

SPY vs SPY

Always good for a laugh with two players, but likely to lack the same appeal with one. Would be secret agents search for attache cases and secret documents in a variety of mazes. Things get more interesting as traps are laid and a time limit dictates the pace.

OVERALL 82%

STAR WARS

The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top class platform action as the plot of the film unfolds. There's loads to see and do, making this one of the best film tie-ins to date.

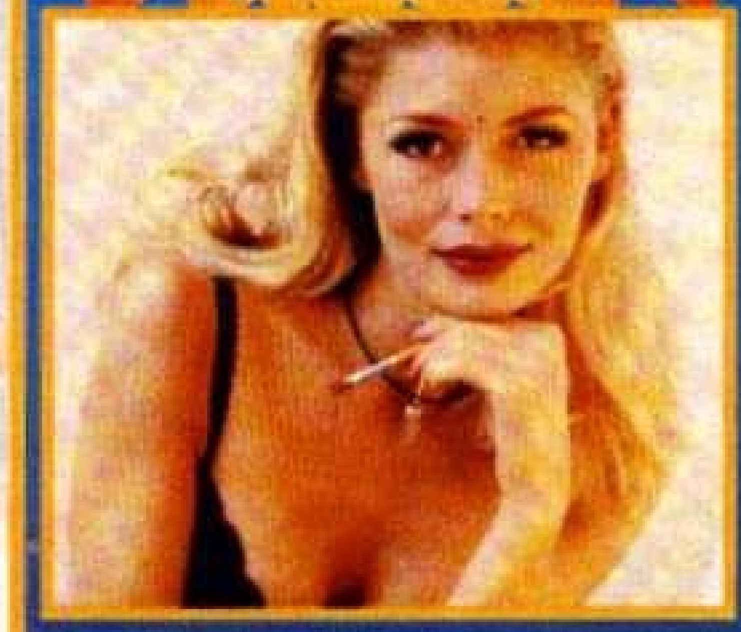
OVERALL 85%

SUPER HUNCHBACK

Jolly platform game starring everyone favourite deformed character. There are loads of secret screens and the action is challenging enough to keep platform fans happy for quite some time.

OVERALL 81%

AMAZING! BUT TRUE (PROBABLY)



Jaz: 'What can I do to improve my hair, Miss Sarah? Is it wise to use a Jif Lemon each day?'
Sarah: 'Many people put lemon juice on their blonde locks to encourage the sun's rays to lighten their hair. This is BAD NEWS - the lemon juice simply bleaches the hair and its acidity plays havoc with the hair's natural ph balance, leaving your hair dehydrated and straw-like.'

SUPER KICK OFF

Perhaps the first footballer ever to gain true superstar status is George Best. Somehow managing to escape the receding hair line and bandy legs of his predecessors the man Best enjoyed a, shall we say, fruitful career and then somehow managed to mess it all up in one fell swoop by drinking all his fortune cway. This was particularly damaging both to his health and his celebrated good looks - a lesson to us all.
The greatest football game ever is now on the Game Boy and it's as good as could possibly be expected. Obviously the small, monochrome screen does present certain problems, but the speed and playability of the original are still there. Easily the best sports game on the Game Boy.

OVERALL 93%

SUPER MARIO LAND

Sometimes a famous personality is made to look all the more glamorous by being presented in black and white. This technique certainly worked for Nintendo's superstar! His first venture onto the Game Boy's monochrome screen is one of his best. It also goes to show that size doesn't matter, at least in this case.
Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it! A must-buy for platform fans everywhere.

OVERALL 90%

SUPER MARIO LAND II

Of course, being famous can always be hazardous to the figure. And whilst Mario is a little on the portly side, he at least keeps himself in trim by ensuring he sticks to a rigid keepfit regime including running, jumping, and eating lots of mushrooms.
Effectively Super Mario World for the handheld, this is a stunning game, which is only let down by being too easy. There's loads to see, even more to do, and still represents a worthwhile buy.

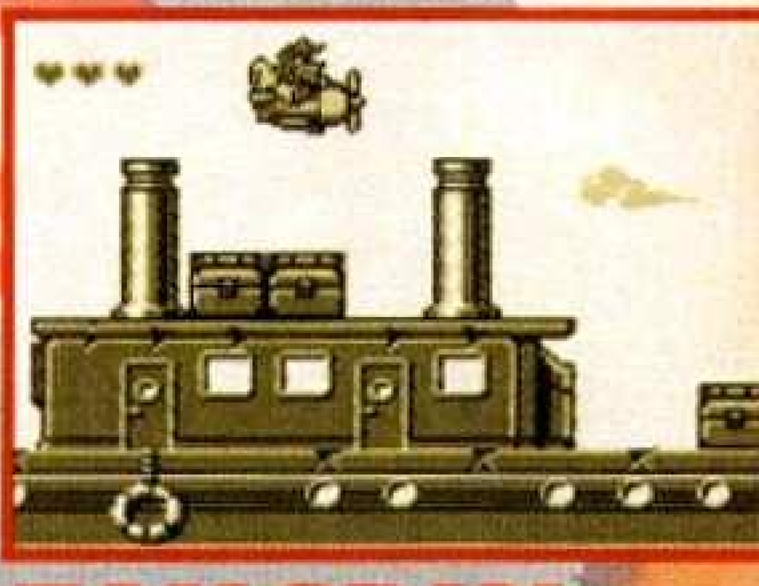
OVERALL 87%

SUPER RC PRO-AM

Those Rare guys are at it again - converting one of their fab NES carts to the Game Boy. This time it's of the isometric-view radio controlled car racing game. The body shop adds something to the game and it's certainly highly playable, even if it does suffer from a bit of a lack of variety.

OVERALL 87%

WAKE UP BALOO?
WE'VE GOT LOTS OF
WORK TODAY.
I'VE LINED UP



TAILSPIN

NEW

Oops! Tailspin joins the Super NES title 'Magic Sword' in the realms of games that Capcom ought to have left well alone! This time it's a shoot 'em up that brings disgrace upon the godlike software company with Baloo the bear displaying just how slowly he can make an aeroplane fly and how dull he is when compared to the daring antics of the ship in Nemesis or indeed R-Type.

OVERALL 59%

TEENAGE MUTANT NINJA TURTLES

What's in a name? Quite a lot it seems. Certainly if the Teenage Mutant Ninja Turtles bore the names Fred, Derek, Trevor and Simon then their rise to fame might not have been so instant! Instead their monickers are those of famous Italian artists which makes their appeal that little bit more special. Just ask Rad and Andy about the advantages of owning an intriguing kind of name. Take care, though, as Rad once went about under the title 'Daz', which is far too similar to Darren for its own good and earned him no end of criticism.

NINTENDO MAGAZINE SYSTEM

GAME BOY INDEX

A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.

OVERALL 90%

TEENAGE MUTANT NINJA TURTLES II

It's more of the same down in Turtle land. Another beat 'em up with large, clear and well-animated sprites along with a smidgen of platforming. It's harder than the original and there's also some sampled speech. Once again, Turtle fans will love this.

OVERALL 85%

TENNIS

One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot you could normally do with a racket. Recommended.

OVERALL 86%

TERMINATOR 2

What Arnold Schwarzenegger can't tell you about show business and glamour isn't worth knowing. After changing his name first to Arnold and then, more recently, to the rather chummy 'Arnie', the man Schwarzenegger was merely a country bumpkin until he endeavoured to learn the entire works of Shakespeare and joined a local amateur dramatics society. Until his discovery Arnie paid his way by offering to push broken down cars up a hill near to his home for a small fee, this might explain his sizable physique. It just goes to show, eh!

As film licenses go, this must rank as one of the best going. There are only five levels, but there's plenty of variety, an enjoyable puzzle section (for once) and loads of action, along with great graphics and sound. It won't take too long to complete, but it's still a fab game.

OVERALL 90%

TETRIS

After much thought and deliberation the entire NMS staff can think of no possible connection between the game Tetris and the subject of glamour, other than it's cool to play the thing. Sorry.

Free with the UK version of the Game Boy, this puzzle game is absolutely terrific and unbelievably addictive. It's incredibly easy to get into and is one of the best Game Boy games yet seen.

OVERALL 95%

AMAZING! BUT TRUE (PROBABLY)

Rod: 'Miss Sarah, I have a problem with greasy hair. Please help.'
Sarah: 'If you have greasy hair DON'T wash it in hot water! Wash it in luke warm water. If the temperature of the water is too high it will simply cause the hair follicles to go into overdrive, producing excess oil and you are back to square one.'

TITUS THE FOX

A platform game that stars a leather clad fox who is out to rescue his similarly fashion conscious vixen may sound a bit dull and tedious. As a matter of fact it is.

OVERALL45%

TRACK MEET

This thoroughly enjoyable Track and Field-type sports simulation features great graphics and some superb presentation points. It's brilliant fun at first, but the rather samey nature of the gameplay means it does get dull after a while - and the button-pounding action certainly takes it out of the Game Boy.

OVERALL 75%

TRAX

Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.

OVERALL 59%

WIZARDS AND WARRIORS

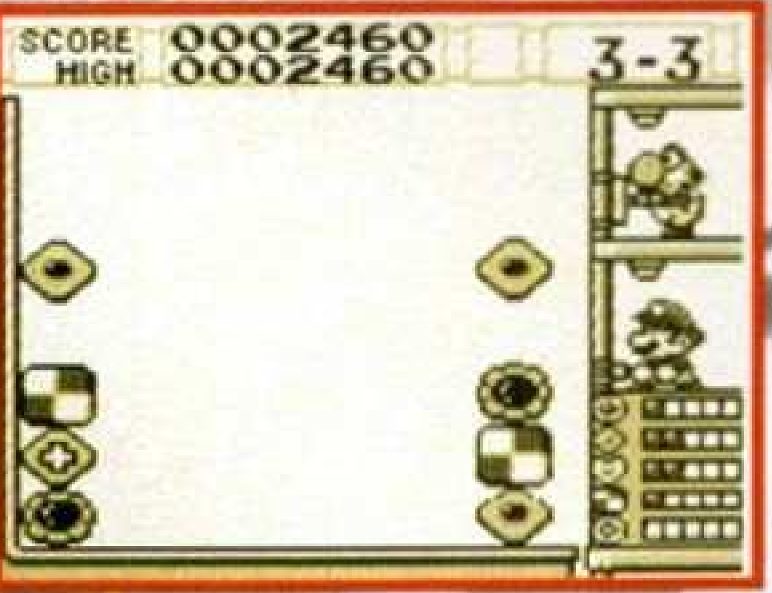
Quite a jolly platform game, but unfortunately games like this are ten-a-penny, and while it's not a bad game, there are loads of better ones to look out for.

OVERALL 78%

WWF SUPER-STARS

Get into the ring with famous names such as Hulk Hogan and the Ultimate Warrior, and then promptly get thrown back out. WWF has great graphics and loads of moves but the tournament is far too easy to win. If you have a second player around often, though, it's a great link-up game.

OVERALL 85%



YOSHI'S COOKIES

NEW

By using Mario to sell this new puzzle game, Nintendo obviously hoped we'd overlook the bland taste of Yoshi's Cookies. Just like snacking on biscuits between meals, this is quite insubstantial when compared to the equivalent of five course meals offered by other Game Boy titles. It's an interesting concept in puzzle design but it becomes boring even with two players competing - mainly because there's little interaction at all. Good, but hardly outstanding.

OVERALL 75%

SYSTEM SHUTDOWN

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NEXT MONTH

THE NMS COMPLETE GAMES GUIDE

PART 2!

That's right, next issue sees the second part of the Great NMS Giveaway Extravaganza, with the second in our two-volume series giving you the only COMPLETE GUIDE to Nintendo Games in the entire world! This is the place you'll find the world of Nintendo from M to Z, completing your, er, complete picture of Nintendo Gaming. So if you know what's good for you, you'll fill out the coupon at the bottom of the page and reserve your copy. With all the stuff we've got planned for next issue, it's going straight out of the door!

NMS Disclaimer: NMS cannot be held responsible for those sad types who are bound to phone up in four weeks' time, bellyacheing that they couldn't get hold of the second part of their Complete Guide because the newsagent was sold out. Honestly, you just wouldn't believe some of the calls we get here. I mean, here we are going to all this trouble to warn everyone to reserve their copy and I GUARANTEE we'll get an avalanche of whingers asking for our own personal copies. Please please please, just do us a favour and make sure you're not one of them. Oh and another thing, while we're on the subject of irritating calls: No, we've got no news on the CD unit or the colour Game Boy. Well, not yet anyway...

Dear Newsagent,

I don't want to be a sad type, so please reserve my copy of Nintendo Magazine System and prepare for the rush when the next issue comes out!
My name is:
My address is:

My favourite Jimmy Tarbuck joke is (leave blank if necessary):

KONAMI GAME BOY KONAMI GAME BOY KONAMI GAME BOY

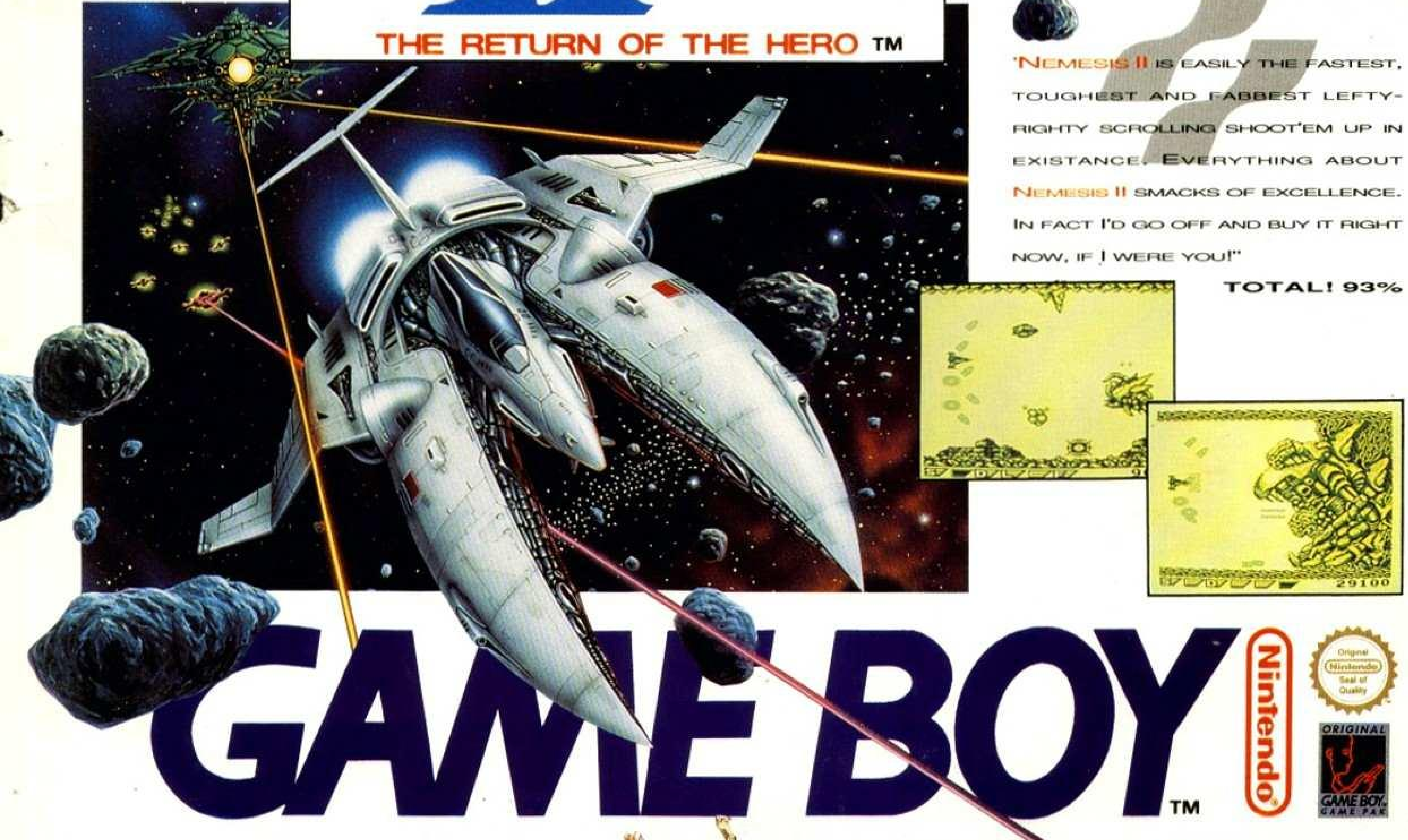
NEMESIS II

THE RETURN OF THE HERO ™

TWO MEGS OF MEMORY IN FIVE UNBELIEVABLE LEVELS OF DEEP SPACE DEVASTATION IN THIS SUPERB SHOOT'EM UP SEQUEL TO THE ALL TIME CLASSIC - NEMESIS!

'NEMESIS II IS EASILY THE FASTEST, TOUGHEST AND FABBEST LEFTY-RIGHTY SCROLLING SHOOT'EM UP IN EXISTANCE. EVERYTHING ABOUT NEMESIS II SMACKS OF EXCELLENCE. IN FACT I'D GO OFF AND BUY IT RIGHT NOW, IF I WERE YOU!"

TOTAL! 93%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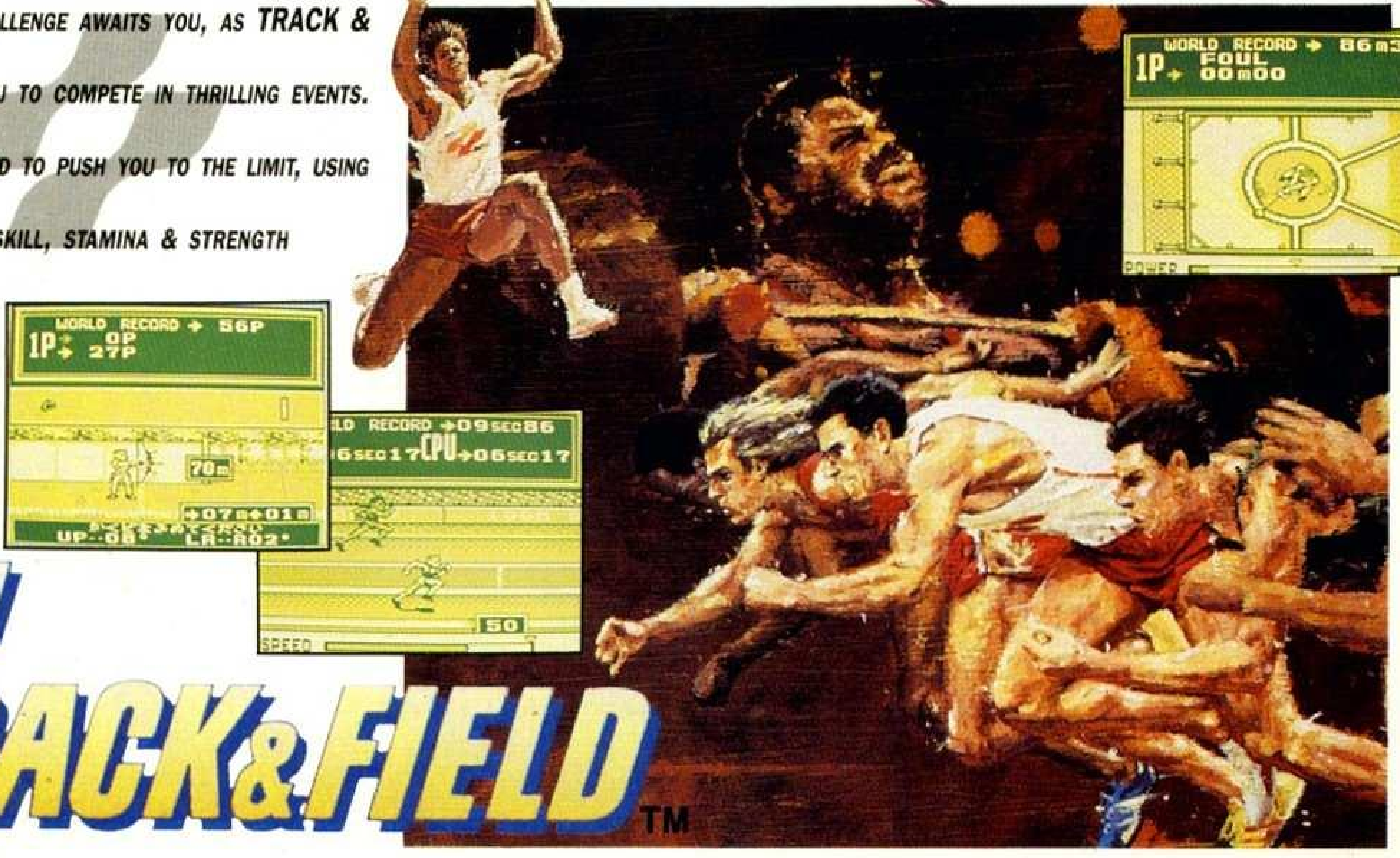
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POWER
WORLD RECORD → 56P
1P→ 0P
→ 27P
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LD RECORD →09SEC86
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SPEED

TRACK & FIELD ™

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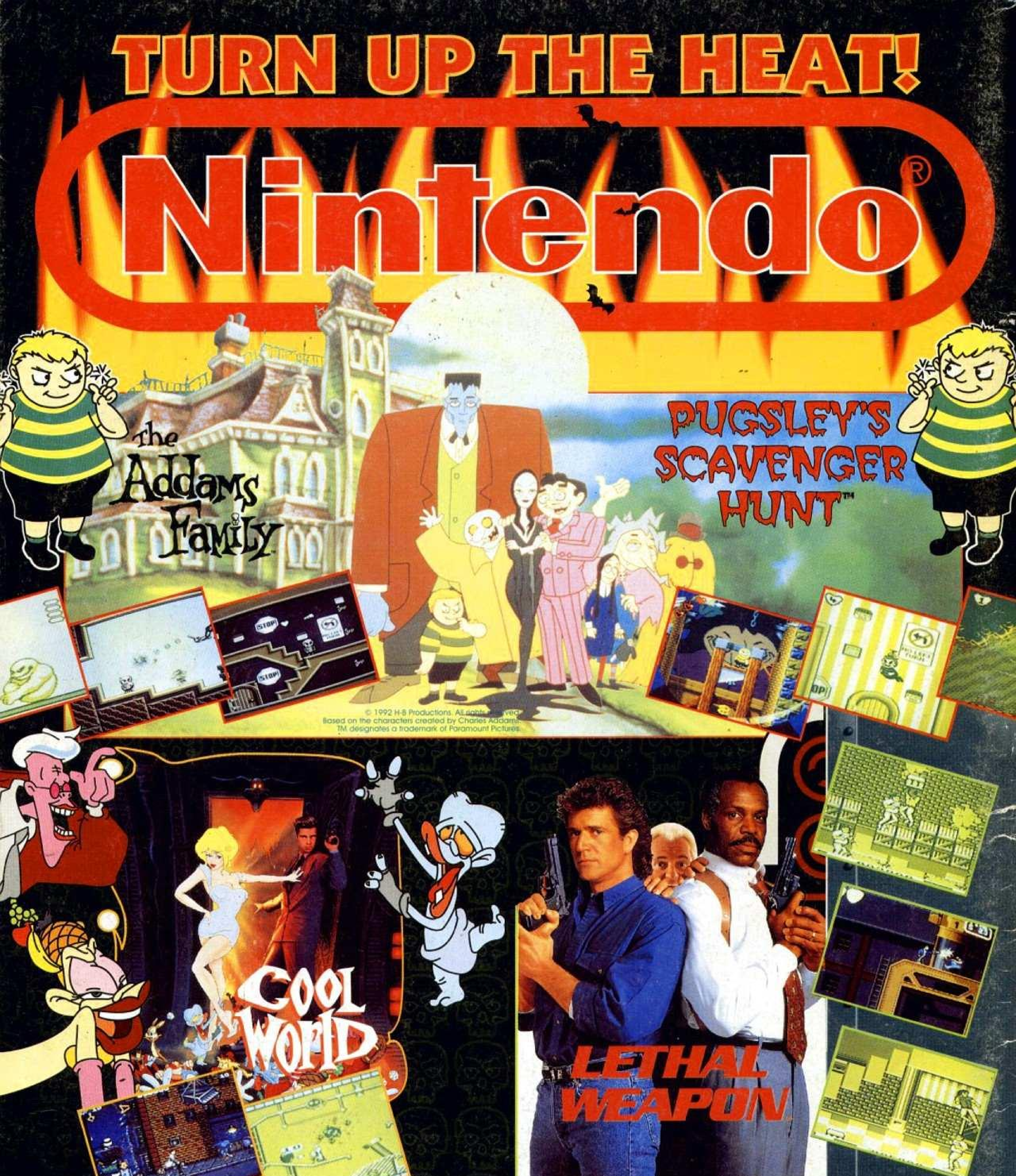
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PUGSLEY'S SCAVENGER HUNT™
COOL WORLD
LETHAL WEAPON

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THE ONLY EXCEPTION TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM: REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEWER MAGAZINES, WHICH MEANS WE WON'T BE SCANNING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES: THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO HAVE ANY KIND OF NEGATIVE EFFECT.

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE MAGAZINES IN ANY WAY, SHAPE OR FORM, NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE PRE-2000 DATE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING THEIR MAGAZINES FOR MANY YEARS TO COME.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, PRESERVING AND RELEASING THESE MAGAZINES.

FOR PEOPLE WHO ARE LOOKING TO HELP US OUT, IN WHICHEVER WAY POSSIBLE, BE IT BY DONATING MAGAZINES, SCANNING OR EDITING, PLEASE JOIN US ON THE FORUMS.

ONE LAST THING:
IF YOU COME ACROSS PEOPLE TRYING TO SELL ANY OF OUR RELEASES, PLEASE DO NOT SUPPORT THEM!

THANK YOU.

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